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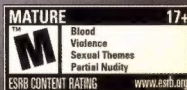
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Consider yourself lucky. Yes, you. You don't know what a privilege it is to be able to hold this magazine in your hands and read this table of contents. Consider the towering, horn-headed lava demon depicted on this issue's cover; the poor guy can't even touch a copy of *Tips & Tricks* without it bursting into flames.

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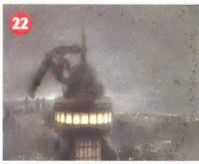
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GAUNTLET

SEVEN SORROWS

Gauntlet: Seven Sorrows plays similarly to previous **Gauntlet** games with its hack 'n' slash style, but this time there is more of an RPG element, as you are able to decide how to upgrade your character's stats throughout the game. **Seven Sorrows** is also the first game in the series to feature full multiplayer online play via **Xbox Live** or **PlayStation 2** online. My dreams of playing **Gauntlet** online from my couch are finally a reality!

GENERAL TIPS

Explore Everywhere



Take time to explore your surroundings whenever you have the chance. There are several treasure chests, crates, monster generators and "hidden" areas that are located off the beaten path, and you can only find these by thor-

oughly looking around each stage. Always take the time to break open all boxes and open all chests, as you may be rewarded with some badly-needed food or some extra gold for your troubles.

Destroy Generators First

The creature generators should always be your main concern, and should always be destroyed first. Many times you will see several different types of generators in one area, and these generators may spawn one or two particularly annoying mobs (warriors with shields, sorcerers, etc.) or creatures that are harder to kill. Make these generators your first priority and destroy them immediately, then work your way over to those that spawn less difficult creatures.



Level Up



As you play through the game, your character will eventually gain levels due to all of the creatures you have to fight. In most circumstances it is more beneficial to take time to level up your character instead of allowing

them to level up automatically. Find an area with multiple generators and spend some time killing extra creatures to make things easier.

Distance Fighting

Fighting everything from a distance is generally a better option than plunging head-first into a bunch of mobs, especially if you are playing solo. Use your projectile attacks to destroy creatures and generators from a distance whenever possible, as this will save you from taking a bunch of unnecessary damage.



GETTING THE MOST OUT OF YOUR CHARACTER

Stat Points

Every time your character's level increases, you will earn a stat point which you can use to increase his or her damage, mana regeneration rate or health. Although you can build your character however you like, it is often a good idea to follow the pre-determined character build, since each character has something that he/she excels in. For example, the Valkyrie starts with the highest health and only average damage/mana regeneration, so for every couple of points that you throw into health, throw at least one into damage and mana. Here is a list of each character's starting stats:



Character	Damage	Mana	Health
Valkyrie	3	3	5
Warrior	6	1	4
Wizard	2	6	3
Elf	4	4	3

Gaining Experience

The more experience you earn, the faster you will gain levels and consequently the more powerful your character will become. Midway has incorporated a system that allows you to earn bonus experience based on the number of enemies you destroy at one time. Stated simply: Kill as many things as you can at once to maximize your experience point intake. The best way to do this is to find an area with three or more generators spewing out easy creatures, block for a while until there are multiple mobs on the screen, then start hacking away or using a special attack to clear them all out. Here is a list of the five different bonus experience types and how you earn them:



Combo	Number of Hits	Total Bonus XP
Guardian	5	10
Hero	10	50
Conqueror	20	100
Demi-God	30	200
Immortal	40	400

The following table shows the necessary experience required for each level, along with the total experience earned at that level:

Level	XP Needed	Total XP	Level	XP Needed	Total XP
1	0	0	7	6,000	21,000
2	1,000	1,000	8	7,000	28,000
3	2,000	3,000	9	8,000	36,000
4	3,000	6,000	10	9,000	45,000
5	4,000	10,000	11	10,000	55,000
6	5,000	15,000	12	11,000	66,000

continued

Level	XP Needed	Total XP
13	12,000	78,000
14	13,000	91,000
15	14,000	105,000
16	15,000	120,000
17	16,000	136,000
18	17,000	153,000
19	18,000	171,000
20	19,000	190,000
21	20,000	210,000
22	21,000	231,000
23	22,000	253,000
24	23,000	276,000
25	24,000	300,000
26	25,000	325,000
27	26,000	351,000
28	27,000	378,000
29	28,000	406,000
30	29,000	435,000
31	30,000	465,000

Level	XP Needed	Total XP
32	31,000	496,000
33	32,000	528,000
34	33,000	561,000
35	34,000	595,000
36	35,000	630,000
37	36,000	666,000
38	37,000	703,000
39	38,000	741,000
40	39,000	780,000
41	40,000	820,000
42	41,000	861,000
43	42,000	903,000
44	43,000	946,000
45	44,000	990,000
46	45,000	1,035,000
47	46,000	1,081,000
48	47,000	1,128,000
49	48,000	1,176,000
50	49,000	1,225,000

A Note on Special Attacks and Combos

Special Attacks are extremely useful, especially in the later stages of the game when you will become repeatedly surrounded by multiple enemies. Some special attacks are more useful in most situations than others, especially the ones that blind, knock down or break the shields of your enemies, so you should purchase these first. Take the Warrior's Isle Defense attack; not only does it hit anything and everything around it, but it also crushes blocking enemies and knocks them all down. Each character also has one or two combos that are more useful than others, such as the Valkyrie's Soul Harvest attack, which lights enemies on fire. Several of these combos can even be linked together into new combos, creating some serious damage to groups of enemies. We won't spoil these "secret" combos for you, but we will give you an example. The Valkyrie's Triple Slash combo can be linked into her Cloud Wind combo by performing the following sequence of attacks: slash, slash, slash, hack, hack, hack, hack, hack.



WEAPONS AND ARMOR UPGRADES

There are four armor upgrades and four weapon upgrades that you can get while playing *Seven Sorrows*, and each one will help improve your damage or your defense rating after being collected. Here is a short list of where the upgrades are located, and we've also thrown some figures together to show you how the upgrades affect each character's damage and armor ratings.

Weapon Upgrades

Upgrade 1—Plague Town (Level 3), behind a cart near the Silver Key gate
Upgrade 2—Sunken Harbor (Level 5), on the pirate ship behind a monster generator

Upgrade 3—Imperial City (Level 9), in a secret area near the end of the stage; there is a teleporter that leads to this area in the center of the main path near the end of the stage

Upgrade 4—Dungeon Deeps (Level 13), in the room with the Great Troll

Weapon/Damage Stats

The numbers here show the amount of damage that each character will inflict (in hit points) at each upgrade. The first number shows each character's damage with no upgrades at all. Surprisingly, the Wizard inflicts the most damage out of any character class, and thus will probably be destroying more creatures than any other combatant.

Character	Starting Weapon	Upgrade 1	Upgrade 2	Upgrade 3	Upgrade 4
Wizard	40 HP	50 HP	60 HP	70 HP	80 HP
Elf	34 HP	43 HP	51 HP	60 HP	68 HP
Warrior	28 HP	35 HP	42 HP	49 HP	55 HP
Valkyrie	22 HP	28 HP	34 HP	40 HP	46 HP

Armor Upgrades

Upgrade 1—Dungeon Passage (Level 2), get the Silver Key to open a chest near the first teleporter (this area also contains a Magic Key)

Upgrade 2—Standing Stones (Level 7), in the large area with the multiple generators that you must destroy to get the Magic Key; the chest is right next to the spot where the Magic Key appears

Upgrade 3—Throne Room (Level 11), in the room with the Grand Magistrate boss

Upgrade 4—Caldera (Level 16), near the first giant ballista

Armor/Damage Reduction Stats

The percentages here show the amount of damage reduction that each character receives at each upgrade. The first number shows each character's damage reduction with no upgrades at all. The Valkyrie benefits more than any other character for every armor upgrade that she picks up. For this reason, the Valkyrie should be in the front taking the bulk of the damage, whereas the Wizard should be out of harm's way at all times.

Character	Starting Armor	Upgrade 1	Upgrade 2	Upgrade 3	Upgrade 4
Valkyrie	30%	40%	50%	60%	70%
Warrior	20%	30%	40%	50%	60%
Elf	10%	20%	30%	40%	50%
Wizard	00%	10%	20%	30%	40%

STAGES

LEVEL 1: CITY UNDER SIEGE



- To progress through the level, you will need to locate the Gold Key. From the starting point, head right and up the stairs to locate a large statue; push the statue to recover the Key.

- In the latter half of the stage, there is an area that is commonly overlooked. As you work your way up through the pathway lined with archers, there is a walkway leading up to the right side of the stage. There is a small stone dais with a switch; throw the switch to unlock a teleporter that will lead you to a couple of extra areas with treasure chests containing gold.



LEVEL 2: DUNGEON PASSAGE



- You will encounter several different types of traps in this stage, the first of which you will see just on the opposite side of the first bridge. Pay particular attention to the fire traps that infest this stage, as they are capable of killing you within seconds. Look for a telltale circle of fire to erupt from the grates just before the trap goes off, and if you happen to get caught, immediately run away from the trap to keep from getting barbecued.

- When you open the chest to collect the Silver Key, Death is hiding inside. Make sure you have enough mana to take him out before you open the chest.

- Just before you cross the final bridge, you will have your first of many encounters with enemy sorcerers. Sorcerers will randomly teleport in and out of melee combat range, so try to fight them from a distance using your projectile attacks and block any fireballs that they toss your way.



LEVEL 3: PLAGUE TOWN

• There are several spots in this stage that have continuous waves of spawning enemies. If you are running low on health or if you only need a few more experience points to increase your level, try stopping for a few minutes and killing some of these enemies.



• Near the first weapon upgrade you will find the chest that holds the Silver Key. Death is also hiding in this chest, so try to save enough mana to defeat him when he appears.

• As you make your way through the stage, you will occasionally see pots filled with fiery liquid. If you happen to get surrounded by several enemies at once, knock down one of these pots to engulf them in flames.



Boss: Scarecrow



The Scarecrow has two different melee attack methods: a normal swing and a "wind-up" sweeping attack. To inflict damage, simply block the normal swing and use your counterattack move to stun him; while he is stunned, use your most powerful combos/attacks to inflict damage on him. When he

"winds up," he will hit you with an unblockable attack that knocks you down. Simply back off and wait for him to swing, then run in and take a few shots before he recovers. Alternatively, you can use any attacks which light him on fire to do extended damage over time, or simply lure him close to one of the pots and knock it over to light him on fire. While you are fighting the Scarecrow you will also be assaulted by sorcerers that spawn from the background. Try to bounce back and forth between the Scarecrow and the sorcerer minions that take potshots at you from the sides. Inflict some damage on the creature, then take down the lackeys to keep from getting attacked from multiple angles.

LEVEL 5: SUNKEN HARBOR

• The Sunken Harbor is filled with pirate archers, and they can be pretty nasty, especially in large groups. Make them a priority when you see them and take them out quickly; their barrage of arrows can not only take your health down quickly but also can distract you from destroying other mobs.

• About one-third of the way through the stage, you will come to a magic gate that can only be unlocked via a switch. Head right from the gate through the harbor and along the walkways to reach a small enclosed area with some generators. Look for the switch in the upper left corner of this area.



• After launching the catapult into the pirate ship, you will be able to take the gangplank up into the ship. There are several treasure chests here that contain gold, as well as your second weapon upgrade.

• When you reach the end of the harbor, you will see a large door near the cliff wall. Use the catapult nearby to destroy the door and complete the stage.

LEVEL 4: SHIPBUILDER VILLAGE



• Near the beginning of the stage, you will come to an area with a trio of guil-lotines. Carefully walk under each one to reach a switch; flip the switch to lower the drawbridge to the right and continue on.

• As you make your way through the stage and down the ramp to reach the center of the village, you will have to fight your way through multiple sets of generators. Destroy them all one at a time and when the coast is clear, scour the outskirts of the village to locate several treasure chests containing gold and boxes of food.

• Just before the end of the level, there are several generators that you will have to destroy. This is a great place to level up your character; leave one of the generators up and slaughter the waves of enemies as they come until you are ready to move on. There are also multiple treasure chests containing gold around the perimeter of the camp, so be sure to pick these up before you exit.

LEVEL 6: ANCIENT FOREST

• The forest is basically a semi-circle, with the boss being located near the center. In order to reach the boss, you will have to locate the Magic Key, which is found at the end of the stage. Along the way and off the beaten path, you will find several generators as well as some treasure chests containing gold, so be sure to check every inch of the forest if you're looking to pick up some cash.



• After collecting the Magic Key, a teleportation ring will appear which will send you back to the beginning of the stage. Once there, some of the generators will have respawned and you will have to fight your way back to the magic gate.

Boss: Twisted Man



Start by avoiding the stairs near the Twisted Man; stepping on them will only cause the creature to come running toward you. There are several creature generators in this enclosed area that you should destroy first, as they will pose a serious

problem if you attempt to fight the Twisted Man without doing so. Have the Twisted Man follow you away from the stairs so you'll have more room to move around when you fight him. The Twisted Man has a few different attacks that he will use: a swiping hook attack, a ground-pound attack and a backhand attack. The swiping hook and ground pound can be blocked, but they will knock you down, so if you see these attacks coming, back away and fire projectiles at him to do some damage. The Twisted Man is momentarily vulnerable after these attacks as well, so if you are close enough to attack him afterward, do so. When he attempts a backhand attack, block this attack and use your counterattack move to stun him, then hit him as many times as you can before he recovers. If you see the Twisted Man fire a cone of light at you, immediately block; this attack pulls you toward him and briefly stuns you, allowing the beast to attack you at its leisure.

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LEVEL 7: STANDING STONES

• Since there are multiple generators and many enemies here, you might take some damage while trying to fight your way out of the first area. This area is also filled with tall grass, which makes it difficult to see health-restoring items such as cheese. To locate these items more easily, zoom in with your camera and look for small piles of steam rising out of the grass.



• After moving the rock wall out of the way, take the path leading left. This area contains several generators that you will need to destroy to earn the Magic Key.

• When you reach the areas that contain several stone barriers and energy paths, the paths will need to be cut off in order to continue. Destroy all of the generators in each area first, since it will be next to impossible to move the stone barriers otherwise. Pay particular attention to the sorcerers on top of each energy projector and try to destroy them first.



LEVEL 9: IMPERIAL CITY



• In order to pass through the first area, you will need to collect three Magic Keys. There are three piers near the starting point, and each key is in a chest at the end of each pier. Be prepared for a fight though; collecting each key brings a group of guards to your area.

• About halfway through the stage, you will come to an area with two generators in front of a row of archers. Be very careful when you arrive at this location; the generators spawn shield-toting guards very quickly, and they can be tough to defeat in groups since they block your normal attacks. The archers behind the generators make this location even more of a problem, since they will be relentlessly firing arrows at you as you are trying to fight. Try luring a few of the guards away at a time and killing them, then running up to the top of the stairs and firing some of your own projectiles at the archers to take them out before tackling the generators.

• Just after the area with four generators, you will discover a teleportation circle. Take this circle to locate a small quad with several treasure chests containing food and gold, along with a weapon upgrade. Keep this area in mind when you come to the final area just before the exit; you may be taking a trip back here.



• To complete this stage, you will have to destroy several generators near the magic gate. The generators spawn several different types of enemies including armored soldiers and sorcerers, making this task difficult. Try taking down one specific generator at a time, then retreat to a safe part of the stage to kill any additional soldiers. If necessary, head back to the teleportation circle and collect any food to restore your health, then return and destroy the rest of the generators. Note that there are also generators on each side of this area at the top of the stairs.

LEVEL 8: STONE GOLEM

Boss: Stone Golem



The golem itself is invincible, and the only way to destroy the beast is by defeating the sorcerers that control it. You are not strong enough to knock down the stone pillars to get to the sorcerers, so you will have to have the golem do it for you. Lure the creature

next to one of the pillars and stand on the opposite side. As soon as you see the stone creature start to attack the pillar, move away to avoid the attack and watch the golem topple the pillar, knocking the sorcerer to the ground. From here it's a simple game of luring the sorcerer away from the golem so the sorcerer becomes safe to attack. Simply run around the stage in a circle; the stone golem cannot keep up with you on foot and eventually you will catch up to the sorcerer. Kill him quickly, then repeat the process with the other sorcerers until they are all defeated. Although you can have the golem destroy all of the pillars and try to attack the sorcerers when they are grouped, it's better just to take them out one at a time. While you are fighting the sorcerers, there will also be droves of enemies that come to attack you. And even though they are weak, they can still cause damage in numbers. Fight them off every once in a while to keep yourself safe (and earn some health power-ups), then return your attention to the sorcerers when the coast is clear.

LEVEL 10: IMPERIAL PALACE

• This level is filled with multiple armored and shield-toting guards, so try to power up your block-breaking combos before you enter the stage.



• The first few rooms contain multiple creature generators. Destroying each one reveals a lever, and pulling each lever will unlock a treasure chest or reveal a teleporter ring which leads to another room.

• Upon reaching the room where you are instructed to find an exit, look for the movable pallet of crates in the far right corner of the room. Pushing this will reveal a treasure chest teleporter ring that leads to the next part of the level.



• When you reach the circular room and have to locate the Magic Key, break down the wooden lattices covering the small outcroppings around the circle until you locate a chest which contains the key.

• In the final room, you will have to turn a small wheel to open the exit door. As soon as you enter the room, run toward the opposite side and look for the wheel just to the right of the exit door; turning this will lower the stone slab in front of the door and allow you to escape. There are two more wheels in this room that you can turn as well (one by the far left corner of the room and another by the far right corner of the room). These will open up a path leading to the upper part of the room. If you do follow this path, avoid opening the false chest in the corner which looks like it may contain an upgrade; Death is inside!

LEVEL 11: THRONE ROOM

• In the first room there are four generators, one in each corner, and each generator has a giant statue nearby. Destroying a generator will cause the statue to come to life and attack you. Wait for the statue to raise its staff and pound the floor, then quickly run behind the statue and hack at its legs until it is defeated. Repeat this process with the remaining statues to open the path leading out of the room.



• In the next room there are two trap doors in the floor which spawn deadly mace-wielding warriors, as well as a few generators. Destroy the generators first, then turn your attention to the wheels on either side of the room. There is a wheel located next to each trap door, and you will have to work carefully here in order to close them. Since the trap doors spawn warriors incessantly, you will need to find an attack or series of attacks that temporarily incapacitates them (try using attacks that blind, set fire to or knock down the warriors) and gives you enough time to turn the wheel in between spawns. The doors are spring-loaded and close automatically when you are not cranking a wheel, so you will have to alternate between fighting foes and turning each wheel a little bit at a time to close the doors.

Boss: Grand Magistrate

Most of the Magistrate's attacks can be blocked outright, so don't worry too much about getting up in his face during the fight. When the battle starts, immediately run to the back of the room and pound him with projectiles. Once you have worn him down a bit, or when he starts to get close to you, run up to him and block. Eventually he will throw out a fireball or strike with some type of magic attack. When he does, immediately counterattack to stun him and unload on him with your most powerful combos while he is stunned. Watch out for his ice block-summoning attack, as this one is hard to anticipate and can inflict a lot of damage. He can only use this attack when in melee range, though, so be sure to block whenever you are close to him. If you find yourself running low on health, grab some food from any of the chests nearby, lure him up to the top of the stage, then retreat back down to the bottom and start firing projectiles again. This might not keep you alive, but it will definitely buy you a little bit of time to inflict some more damage on him before you bite the bullet. Make sure you save some mana for after the fight; Death will appear immediately and begin to chase you. You can choose to fight Death or merely escape by pushing the statue near the top of the stage.

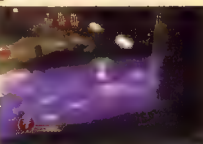


LEVEL 12: IMPERIAL DUNGEON

• This level is actually fairly short, but is extremely trap-ridden. As always, stay on your toes, especially when running through large sections of the spike-laden floors.



• When you reach the "fight the horde" section, you will notice that there are several large pits around the room. Use the pits to break up the groups of enemies and fight them in smaller groups to make things easier.



• When you reach the final room, grab the Magic Key and use the teleporter to backtrack to the enclosed room with the barrier near the beginning. Throw the switch to lower the barrier around the exit and fight your way back to the final room to complete the stage.

LEVEL 13: DUNGEON DEEPS



• When you reach the first "T" intersection, follow the path to the right to reach a switch. Flip the switch to extend the bridge on the opposite side of the tunnel, allowing you to continue.

• At the next "T" junction, you will need to head both left and right and flip the switch at the end of either tunnel. Doing this will open up the large portcullis leading to another room and will also open the gate in front of a switch in this room. Backtrack across the bridge to this room, destroy the generators and pull the switch to unlock the gate in front of the teleporter in the previous area.

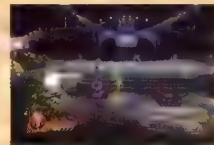
Boss: Great Troll

This battle is fairly difficult, especially since almost all of the Troll's attacks are unblockable. The easiest (and most time-consuming) method of defeating the Troll without taking too much damage is to take advantage of its slow speed and play a game of hit-and-run. Start by walking up the hallway and firing repeatedly at the beast to slowly start whittling away at its health. When it gets in range, watch for it to perform a melee attack and quickly back out of range. While the Troll is trying to recover, quickly run in and perform a quick three- or four-hit attack, then run to the opposite end of the hallway. Try to use any attacks that set the beast on fire, as the flames will slowly and steadily inflict extra damage over time. When you are back in the central room, fight off the few straggling trolls and collect some food if necessary, then try to lure the Great Troll into one of the fire traps inside the room to inflict even more damage on it. Run back down the hallway and repeat the process until the Troll has been defeated.

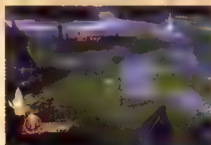


LEVEL 14: UNDERWORLD CROSSING

• After fighting for a short while, you will come to a point where the path splits and you can head up or continue heading left. Go up and destroy the right generator to locate the Silver Key.



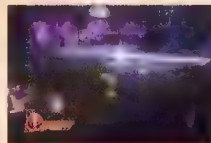
• When you reach the spot with the broken bridge, head down to locate a teleporter; take this teleporter to reach an area with a giant statue. Look for the glowing level opposite the statue and use the Silver Key to activate the lever. This will move the bridge in the previous area and allow you to continue on.



• The next large area you come to is filled with several generators; look near the bottom left generator to collect the Gold Key. Take the teleporter back to the statue area and use the Gold Key to activate the next lever.

CONTINUED

LEVEL 14 CONTINUED



- Collect the Magic Key from a treasure chest in the next area (just below the generators) and take the teleporter back so you can use the Magic Key to activate the final lever.

LEVEL 15: DEEP FORTESS

- There are several different areas here that have multiple generators and glowing crystals. In order for you to proceed, you will need to activate the crystals one by one, all within a small amount of time. To make this easier, destroy all of the generators in the area and move from one crystal to another, activating them as you arrive at each one. Avoid any stragglers if possible while moving from crystal to crystal, as you only have a small amount of time to activate the others after the first one has been energized.



- The final area has four crystals instead of three, so be sure to activate all four before attempting to enter the gate leading to Caldera.

LEVEL 16: CALDERA

- What makes this level so difficult is the huge amount of creatures that you have to fight while trying to destroy Caldera. In between each catapult, you will have to fight off dozens of mobs and destroy several generators with limited access to food.

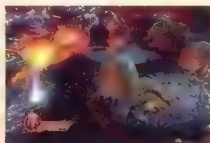
- While making your way between sections, Caldera will attack you in one of two ways: He will throw a large, flaming boulder toward you (which you can block), or he will cause the heavens to rain fire, which you must carefully avoid. The flaming boulder does more damage by far out of these two attacks, so if you think you are going to get hit by this at any time, immediately stop and block.



- The only way to defeat Caldera is by shooting him with the giant ballistas (four in all) that are scattered throughout the level. To reach each ballista, you will have to flip a switch that raises a bridge near each platform. Once near the ball-

lista, look for two levers that arm the great machine, then activate the ballista itself to fire an arrow at Caldera.

- Just after the third ballista, you will see two stones in the center of the next area. Push each stone toward the center to activate a teleporter and walk into the device to reach the next area and the final ballista.



ONLINE TIPS

Since *Gauntlet: Seven Sorrows* is the first *Gauntlet* game that's playable online, we've got some tips for you to make sure you get the most from your online gaming experience.

Choose Your Character Wisely



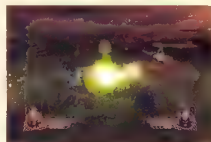
Since each character has his/her own strengths and weaknesses, try to pick a class that complements your current party. Diversity is always helpful; although it may be fun to run around with a group of four warriors, it might not be too practical when it comes to certain fights or getting through certain areas.

Share the Wealth

Nobody likes a gold hog, and it's just not cool if you spend most of your time running around and opening every treasure chest in sight in order to pick up gold before everyone else. Not only can this lead to problems in-game (such as the rest of your party getting beat on while you should be helping destroy a generator), but you may also be verbally chastised by your fellow players or even cause them to drop the game.



Coordinate Targets



Communication is key in group battles, so try to coordinate with your fellow players as to which enemies or generators you should concentrate on killing first. This is essential during boss battles when you have multiple respawning mobs annoying you while you fight; one or two players can concentrate on killing

these other beasts while the remaining players deal damage to the boss creature.

LEVELING MADE EASY

OR "HOW TO RIG YOUR CONTROLLER TO AUTO-FIGHT"



Some may call this cheating; I call it adaptation and ingenuity. There is an easy way to earn endless experience points for your character, and it requires minimal effort with only a few necessary materials. To do this, you will need the following:

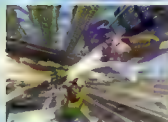
1. A character with a series of attacks that encompasses a 270°-360° radius
2. A controller with a turbo (auto-fire) function
3. A thick rubber band
4. A book

First, find yourself a nice, comfortable area with one or two generators. Try not to use the generators that spawn archers, or any enemy that recoils or jumps away when you attack. Find a series of attacks that hits in a wide area around your character (preferably attacks that do not cause your character to advance forward) and try out the attacks a few times on the nearby creatures to test their viability. Once you've found a good spot with a steady flow of enemies, wrap or double-wrap the rubber band around your controller so that it presses ONLY the button which activates said string of attacks and position your character on the screen to make sure that everything is kosher. Now you can go grab a book to read or make yourself a sandwich to pass the time. Come back and check on the controller every once in a while to make sure that nothing has disturbed the process (e.g. controller gnomes, your baby brother, the cat, etc.) and watch the XP build up. This process actually becomes even easier as you progress through the game and the creatures that you kill yield more experience points.

TRY TO KEEP UP!

SONIC RIDERS™

WHO NEEDS WHEELS
WHEN YOU'VE GOT AIR?



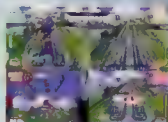
Surf the Turbulence!



Catch Massive Air!



Shred the Wake!



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tokoboot

Strategy Guide by Charlotte Chen

tokoboot is a platformer with a unique twist. The main character, Bolt, controls a group of Tokobots (small white robots that mimic his actions and obey his commands) to explore ancient ruins. Tokobots can team up to spin across gaping chasms, chain together into magnetic ladders and even transform into tanks, cranes and bomb launchers! This original concept comes from innovative game designer Keisuke Kikuchi, who also created Tecmo's Fatal Frame series.



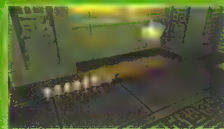
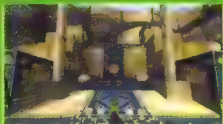
tokoboot formations

Basic

Basic is the most common formation. It is used for most of the game. It is formed by Bolt and his Tokobots. Bolt is the leader and the Tokobots follow him. They can be used to spin across gaps, chain together into magnetic ladders, and even transform into tanks, cranes, and bomb launchers.

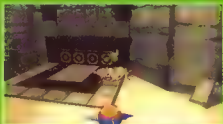
Formation

Formation is a formation used for crossing gaps. It is formed by Bolt and his Tokobots. Bolt is the leader and the Tokobots follow him. They can be used to spin across gaps, chain together into magnetic ladders, and even transform into tanks, cranes, and bomb launchers.



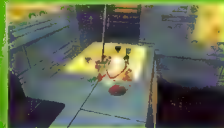
Circle Formation

Circle Formation is a formation used for crossing gaps. It is formed by Bolt and his Tokobots. Bolt is the leader and the Tokobots follow him. They can be used to spin across gaps, chain together into magnetic ladders, and even transform into tanks, cranes, and bomb launchers.



Special

Special is a formation used for crossing gaps. It is formed by Bolt and his Tokobots. Bolt is the leader and the Tokobots follow him. They can be used to spin across gaps, chain together into magnetic ladders, and even transform into tanks, cranes, and bomb launchers.



Command Notes

Command Notes are used to control the Tokobots. They can be used to spin across gaps, chain together into magnetic ladders, and even transform into tanks, cranes, and bomb launchers.

Valve Air Ruins: The Aquatic Land in the Jungle

Q: I'm at the top of a cliff but can't jump down to the next cliff I see below me.

A: Instead of trying to jump across the gap, turn left and go into the cave in the side of the mountain. There are two cogs on either side of the entrance. Spin against them both, and you'll raise platforms that you can use to get up to the next area.

Q: How do I open the large door behind the circular stone?

A: Go up to the circular stone then press **O**. The Tokobots will gather around the stone so you can lift it. Move the stone to the side to expose a floor switch underneath. Stamp on it and the door will unlock.

BOSS: Morphbot

Stage 1: Keep using the spin attack until you knock away all the segments. He'll occasionally fire a cannon at you, but it takes so long for him to charge it up that it's very easy to avoid. After you knock away all the segments, he will stand up, and a head will appear out of his torso.



Stage 2: When he catches sight of you, he'll perform a hilarious charge toward you while wildly flailing his arms. Stay in a jointed Circle Formation so it's easy to move quickly. After he charges across the room two-and-a-half times, he gets tired and stops briefly with his head lowered. Switch to a jointed-V-Formation and use the throw attack against him. Repeat until he's busted.

Mygo Hammer



Crane O-Matic



Mygo Bot



Mygo Bot



Mygo Bot



Mygo Bot



Mygo Bot



Damper Rock Ruins: The Ancient Temple Under the Sand

Q. How do I get across the canyon?

A. There's a switch up on the wall that you can check out. After Ruby comments on it, throw your Tokobots against it and two more switches will appear on the floor. Stamp on them both to raise a bridge leading across the canyon. You have ten seconds to run across (you move faster if you are not jointed with the Tokobots).

Q. There are all these pillars rolling down a ramp at me. What should I do?

A. Stay in jointed Circle Formation and jump over the pillars as they roll down. When you get up to the top of the ramp, move to the right to find a floor switch to stamp on. Take the elevator up to another level; you'll end up in a foyer with two elevators on either side and a doorway straight ahead that leads into a bigger room. Ignore the elevators on either side for now. Go straight ahead, kill all the enemies and get the Crane-O-Matic Super Chip.

Q. How do I solve the crane puzzle in the room downstairs?

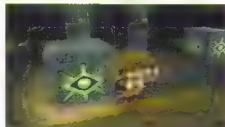


A. In the center of the crane puzzle room, there is a giant display case filled with blocks. On the surface of the blocks is a diagram of lines that crisscross like circuits to reach dots on the edges

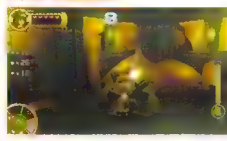
of the diagram. Some of the blocks in the diagram are missing; you have to select a block from a cluster at the top and drop them in the correct slot. Look at the pedestal in the north part of the room. There's a hologram of a triangle, and the dots positioned at its three angles are glowing brightly for a reason. Those are the dots on the large diagram that you need to connect to each other by using the blocks that will link the lines between them.

Q. I keep on getting warped downstairs by small tablets with glowing eyes on them. What should I do?

A. You need to take an elevator to the room directly above. Here you will see the exact same floor pattern, except the tablets are transparent, and there are huge cubes you can move around. When you push a cube in front of a tablet, it will turn transparent and reappear in solid form in the floor below. Just block all the tablets upstairs so you have safe passage in the room below; basically ignore tablets that are facing each other or directly next to each other (you've only got four cubes, so you have to take the long way around).



BOSS: Chocoroc



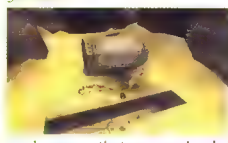
Stage 1: Two laser strobes scan the room at the beginning. Stay behind the shield on the right, then make your way to the left until you can hit the wall switch on the left wall. This deactivates the lasers.

Stage 2: Chocoroc picks up boulders and throws them at you. Just dodge and counterattack by throwing your Tokobots in jointed V-Formation. While this is going on, the timer is counting down. When it reaches "3," head back for the wall switch so you can hit it again right as it changes color. This way Chocoroc will never be able to regenerate the strobe lasers. Repeat this pattern for the rest of the fight.

continued

Hammer Rock Ruins: The Ancient Temple Under the Sand cont.

Q: The power's back on and I have eight Tokobots. Where do I go next?



A: Go toward the Stompy in the distance and along the path. When you pass a small black crevice, some pillars will roll out after you. Eventually you reach an area where you can use your longer Tokobot ladder to reach an area that was previously inaccessible. At the top, stamp on the floor switch to activate a platform. You'll need to jump first before throwing the Tokobot ladder in order to reach it.

Q: What do I do in this room with the two gauges and a giant fan underneath the floor grating?

A: Notice there are two cogs, one attached to the gauge with a red needle and one attached to the gauge with a blue needle. There is also a wall switch. In between the gauges is a tube of green stuff. If you spin against the cogs, the green tube starts to fill up. Hit the blue needle until it is in the same position as the red needle. Hit the cog connected to the red needle, and both of the needles will move in unison. Hit the cogs until they both point to the 12 o'clock position (that's straight up for you digital watch users) and the fan will turn on. Spin around quickly on top of it and you'll ride the updraft into the level above.



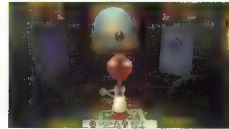
Q: What do I do in this room with the colored bars and yet another giant fan underneath the floor grating?



A: The instant you walk inside, the colored bars will light up in a specific order. This might change in your own game, so just watch and memorize, or write down the order in which the bars light up. When they stop, stamp on them again in the exact same order. The fan will turn on, and you can use the spin move to fly up another level.

Q: There's a switch in the middle of the wall with a glass shield over it. How do I press it?

A: First you need to clear both of the fan rooms described earlier in order to collect the Super Chips needed to unlock the Launch-A-Bomb formation. After you get this, you can destroy the glass shield.



Q: How do I hit those flying enemies high above the canyon? I can't seem to aim the Launch-A-Bomb properly.

A: Remember, the horizontal distance a bomb travels is inversely proportional to how high it goes. If your bombs are falling short of the targets, try lowering the aiming cursor a little.

Q: How come I can't spin across the gap off the last moving platform?

A: Because it is impossible. Instead of spinning off the last platform, look to your right. There is a magnetized ledge on a platform that is quite easy to overlook. From the heightened elevation of the platform, it's easy to cross the last gap.

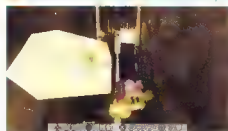
BOSS: *Draculo*



Stage 1: Spin attack against the cog that forms his base. He will stop and lower his head.
Stage 2: Hit him in the head. (Okay, so maybe there was really only one stage.)

Valve Air Ruins: The Aquatic Land in the Jungle

Q: How do I survive on this crazy Mono Choo Choo track?



the purple orbs, and you can grab the red power-ups to refill your energy meter.

Q: There's a circle of flames with a conveyor belt directly in front of it, but I can't seem to put it out.

A: You have to spin around quickly and snuff out all the flames before the first one you snuff comes back to life. This takes some practice, but it's the only thing you can do in this area. Once you snuff all the flames, the conveyor belt will start to move. You have to get your Tokobots in jointed Circle Formation and sneak in underneath the grinding claws on the conveyor belt.



Q: I keep falling off these damn hook swings! Why is Tecmo so cruel?



A: Whoa, take it easy there, potty-mouth...it's only a video game. Getting used to the timing on the hook swings is admittedly frustrating. What you need to do is wait until you're entering the forward arc of your swing and press twice to release and attach to the next hook swing before you lose your forward momentum. If you try to jump to the next swing when you're at the very height of the forward arc of your previous swing, you may not travel as far; you may not even be able to let go of the current hook.

Q: How come I can't spin across the gap leading to those swinging ceiling blades?

A: Notice the icon on the floor representing the Crane-O-Matic. You have to transform into the Crane-O-Matic, pick up a box off the conveyor belt, and drop it on the floor switch that's on the island in the center of the room. This brings up the floating platform you need to get across the gap.



Q: What am I supposed to do in this hall of giant eyeball pictures?



A: In the words of an old Halloween episode from *The Simpsons*, "Just don't look!" As long as you and the eyeball pictures never see eye-to-eye, they'll ignore you. Join with the Tokobots if you need to move sideways or backwards.

BOSS: *Sonic*

Stage 1: No, it's not the Hedgehog. It looks like a big purple pillar and shoots out mines that will explode after a limited time. Use a spin attack to push a mine back at it. If it connects, four yellow buttons will appear on the floor on all sides of it. Do a throw attack to press one of the buttons and it will explode.



Stage 2: Sometimes Sonic performs an area-effect attack that sweeps out across the floor; you can just jump over this. Simply repeat the attack in Stage 1 to take it down.

Grinder Valley: The Waterless Cave Ruin

BOSS: Subzero (easy)



Stage 1: He is surrounded by four small green robots. Destroy the robots with a simple throw attack (they can only survive one hit).

Stage 2: He moves very slowly at first, so just dodge the rocks that he picks up

and throws at you. He only takes damage in the cockpit—it's easier to get him with the Samurai Hover formation, since four Tokobots won't do a lot of damage with the throw attack.

Q: How am I supposed to press that wall switch on the side of the high platform? I can't reach that high with only four Tokobots

A: From the top of the platform, face backward so the switch is behind you. Joint with the Tokobots in V-Formation, jump off the platform backward and quickly do a throw attack as you're falling past the switch. The entrance gate will unlock.

Q: What am I supposed to do in this hallway with the glowing blue and orange circles drawn on opposite ends of the floor?

A: There's a cylindrical statue set in the middle of the orange circle at the far end of the hallway. Go up to it and press to make the Tokobots pick it up. As soon as you do this, a yellow border will appear, overlaying the scene. You have to move the pedestal from the orange circle to the blue circle without letting it touch the yellow border. If you played (or even heard of) the game *Irritation Stick*, you'll know what you're in for. That's right, Irritation with a capital "I." Also, as soon as you put the pedestal down in the blue circle, you'll be attacked.



Q: There are spotlights everywhere and the Helibombers are flying too close to hit! What's the deal?

A: Even though it might seem like they're too close, they're not. Just aim the Launch-A-Bomb cursor high and judge the distance—if it's hitting the wall behind the enemy, it's pointed too low. This requires some trial-and-error, so if you run out of parts, just go back to the previous room and kill some enemies. When the Helibombers are destroyed, watch the spotlight movement and cross the room (staying in Circle Formation makes this easier).

Q: How do I get across the four conveyor belts without falling off?

A: Start from one end and try to eyeball the next conveyor belt so when you start moving you have enough room to jump from one to another. The real evil in this area is the solitary hook swing that can trip you up right at the end of the crossing. Pure evil.

Q: These ledges are so narrow my Tokobots keep falling into oblivion. How can I cross this treacherous and evil region?

A: Remember that if you and your Tokobots are jointed, you will not fall off edges! Stay jointed and walk carefully. Near the end, get in U-Formation and spin slightly until you've got Bolt and the Tokobots aligned with the ledge so you can walk sideways without dropping one of them. You'll need to do a Glider jump down to the next area.



BOSS: Tankaloo

Stage 1: The walls on both sides of the room are divided into partitions where the tank can drive in or out. Just stay out of the way. Sometimes the tank moves at incredibly high speed, and you can only stay out of the way if you hug the end.

Stage 2: Eventually the tank drives to the middle and rears up to reveal a cannon on its belly. Dodge the cannon shots three times, moving closer to it during each shot, then get behind it and do a throw attack against the yellow cockpit that's in the back of the tank (while it's in the vertical position).



Kingdom of Crank Belt: The Invincible Millennium City

Q: Help! I'm totally exposed and there are enemies everywhere. What am I supposed to do here?

A: There are a bunch of manholes in the area that you can go into. There's one on the west that's blocked by boxes, one on the east and one in the middle, near the ramp that leads up to the central area where there are crates on tracks. In the central area, behind the boxes on the left and right, you'll find two more manholes. There are some enemies to kill down the left one, and the manhole on the right leads to the underground passage.



Q: How can I get across this moat with the moving hook swings?

A: You have to quickly reach the end of the row to press a floor switch on the opposite side of the water. You can't hang on a hook swing too long, since they're moving fast in the opposite direction. When you push the floor switch, the ground in the earlier room will lower. Take a ride back over there on a hook swing. Drop down and go through the new door.

Q: How do I get across this new area? It is platformicious!



A: As soon as you enter the area, the camera does a quick pan to show you all the lovely platforms you'll encounter. Jump onto the first one in Circle Formation and it starts to sink fast, revealing a magnetized ledge it was

hiding. Quickly switch to V-Formation and attach to it to climb up. Jump and throw again to reach another platform, and once again it will start to sink. It's just like in the beginning, except you need to wait for it to sink low enough so that the corresponding rising platform gets high enough to allow you to reach the next hook swing.

BOSS: Fadotron

Stage 1: It shoots a cannon out of its stomach, then turns transparent and dashes across the room.

Stage 2: Watch where it dashes to and follow it so you can jump and hit it with a throw attack as soon as it solidifies.



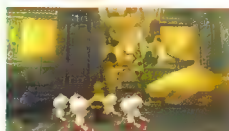
Q: I got inside the castle, but there are these two shields that keep flipping around constantly and messing me up. They've both got a triangular eyeball symbol painted on one side. How do I get past them?

A: First of all, use the Launch-A-Bomb to get rid of the Helibombers off in the distance. When you try to walk up to the base holding the slate that's between the two shields, spikes will shoot up from the ground if one of the shields sees you. They only notice you if you are moving while they are looking. When a shield is facing you, just freeze until it turns around.



Kingdom of Brakelt: The Invincible Millennium City continued

BOSS: Soldiers



They fight just like Subordinate A, by picking up rocks and throwing them at you. You can only damage them from behind. After they throw a boulder, they'll turn around to pick up another one. This is the only window

of opportunity you get to whack them. It's hard with two of them; take down one using Samurai Hover, then switch to using the basic throw attack to mop up the last one.

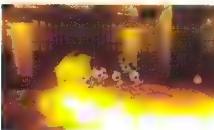
Q: I defeated those two annoying soldiers, but where do I go now? That portrait painting looks suspicious, but I can't do anything to it....

A: After you defeat both soldiers, you can go up to the large step-shaped block in the center and pick it up. Move it over to the wall near the door you came in from. Climb up on the magnetized ledge. Look to the left and you'll see another magnet hanging just above you. (This last jump is hard to judge because of the weird camera angle. Look at the ledge you're on; notice that part of the magnet area is covered in shadow. It's the shadow of the magnet hanging above you, so line up in the middle to make your jump.) When you jump and throw your Tokobot ladder against it, you'll pull down a lever that raises the portrait of the king behind the chair.

Q: I'm in a room with a picture of some dude on the floor. Where do I go next?

A: Perform a stamp attack and you'll break right through the glass floor. Keep on doing this until you reach the bottom level.

BOSS: Tumbler



Stage 1: He gets revved up and charges you. Dodge out of the way. Get behind him and hit him in the cog sticking out of his back (the cog only takes damage when it isn't moving, so you have to do this fast).

Stage 2: He pounds the ground near himself and some energy bursts out. Just jump and get behind him to hit him in the cog again.

Stage 3: He spins his head around while spitting fire. Just jump over the fire.

Grinder Valley: The Waterless Cave Ruin

Q: What do I need to find in Colonel Fuel's room?

A: Go up to his bookshelf to find the "Path to the Master Gear" memo, the Pass Code slate piece and the Chip Finder. Check behind his desk to get the "Power to Control the World" memo and an information slate.



Canewood's Lab

Q: Where should I go now that I have the Chip Finder?

A: You can revisit the ruins in any order you choose. Valve Air Ruins, Damper Rock Ruins and Grinder Valley all contain parts of the Pass Code you need to unlock the last level.

Q: How in the name of holy Tokobot hell can I get across this obstacle course in six minutes?

A: Here's a strategy for each area in the course:

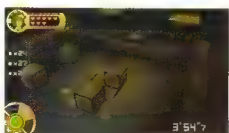
Area 1—There are narrow ledges and moving knives you have to jump over. Don't joint or you'll slow yourself down. Near the end you have to switch to U-Formation to glide down.

Area 2—The first magnet you can reach is sideways, so you have to aim in sort of a diagonal direction to ensure that Bolt won't just fall off when he reaches the top of his Tokobot ladder. Glide down to the next platform. Throw to reach the next magnet and defeat the Spiky. Stamp to lower the platform until the one in front of it raises higher. Jump and throw a Tokobot ladder to get out of this room.

Area 3—Stamp on the floor switch to generate four puzzle pieces. You need to place them on top of the picture on the floor to form the same image. The only problem is the time limit (before the pillars descend all the way, re-stamp the switch to gain more time). Once you place all the blocks, a doorway behind the switch opens.

Area 4—Stay calm and wait for the moving balconies to line up with the hook swings.

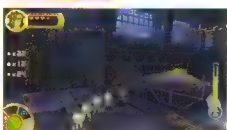
Area 5—In the room at the end, there's a floor made of stained glass. Stamp through it. You'll find a Mono Choo-Choo track that you can ride out of the area. Just like in the previous track, you just have to memorize its layout and get used to it. When you reach the end, you have to fight Fadotron again, but he shouldn't be much trouble.



Q: I'm on the rooftops of the city, but whenever I get to the last one, I'm shot off? What gives?

A: Just be patient and hang on the magnet ledge until the Heli-bomber takes a shot. This buys you enough time to climb up before it can reload.

BOSS: Tumbler



Stage 1: He chases you and you can't do much but run. However, as he moves, he leaves a trail of bombs behind him. Stay in a jointed Circle Formation and back-track so he turns around and drives into his own explosive

waste material. When he takes enough damage, both he and the room will transform.

Stage 2: Spotlights in the walls start moving and he'll stamp to the other side of the room to launch a tornado at you. Climb up on the ledge using the magnets and stay to the side so it's easier to move out of the tornado's path. Next you have to use the hook swings to cross the room and get behind him. You can't just climb up on the ledge behind him using the magnet ledge, because he'll simply move to the other side of the room. If you swing behind him using the hook swings, he'll stay put. When you manage to get behind him, hit him in the head with a throw attack. After taking enough damage, he reverts to the Stage 1 attack. Just repeat until he's down.

Valve Air Ruins: The Aquatic Land in the Jungle

Q: How many Pass Code slates are in this level, and where can I find them?

A: There are two Pass Code slates. Here's how to find the first: When you enter the level, notice that the Chip Finder appears in the upper right corner. It's glowing green, which means there is a Pass Code in this level. Take the elevator to the upper level to find that the enemies have upgraded into red and blue versions of themselves that are slightly tougher. The strategy for fighting them remains the same. Cross the gap using the magnetized ledge and you'll be in a save point area. If you go through the large door, you might recognize the area from an earlier boss fight. Go through the door in the back of this large room and ride the Mono Choo-Choo track. When you get to the end, you're dumped into a room where some Prickles are wandering about. Head through the door on the right and your Chip Finder will turn orange. This means there is a Pass Code in this room.

continued

Valve Air Ruins: The Aquatic Land in the Jungle *continued*



There are three square, brown pillars of varying heights, all with a spiral logo on them, that you need to pick up in order to make a staircase leading to the small doorway that's high up in the back wall. You can only move these heavy pillars if all eight of your Tokobots are helping to lift them, and thanks to the weird camera angle it's possible that one of them may be slacking off when you're not looking. If Bolt is straining to lift a pillar and can't do it, it means one of the Tokobots isn't helping. Regroup and try again. Once you get all the pillars in place, get in Circle Formation and jump up the stairs. At the top, walk as close to the doorway as possible while in Circle Formation (you won't fall if you're jointing) and toss Bolt through the doorway by pressing.

You all end up outside, near a row of hook swings over a high cliffside. At the end of the row is a magnetized ledge that you can climb to reach a Pass Code slate.

After you pick it up, you'll be warped back to the room at the end of the monorail track.



To locate the second Pass Code slate, re-enter this level so you're at the beginning. Instead of taking the elevator, move west around the perimeter using the various magnetized ledges. Pull out one of the blocks in

the wall barrier to create a gap that you can go under. Eventually you return to an outside area with a large save point obelisk, a big blue statue and a giant door. Go through the door and take the elevator up a level. On the clifftops, your Chip Finder will turn orange, indicating there is a Pass Code slate nearby. Move across the cliffs using the magnetized ledges and spin-gliding, then go through the door at the bottom. Walk along a hallway with the giant slabs with eyes painted on them (remember to just not make eye contact by walking backwards or sideways). Stamp the floor switch at the end to raise a door leading to a second Pass Code slate, as well as another information slate.

Grinder Valley: The Waterless Cave Ruin

Q: How many Pass Code slates are in this area, and where can I find them?

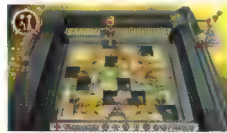


A: There is one Pass Code slate. The instant you enter the front door, your Chip Finder will turn orange. When you're in the room with the brown, square-shaped floating platforms that move over a dark chasm, hop on them toward the left. You can make the last platform by gliding. Climb up the magnetized ledge to find a new area. Transform into the Mechan-O-Wheel and rotate until the meter fills and you are lowered into a new area. The Pass Code slate is visible at the bottom of a long incline which is only traversable using hook swings. There are three hook swings, but be careful at the last one. Don't just jump and throw off the last hook. You have to hold together and fall slightly before you whip the Tokobots forward, since the magnetized ledge at the end is so low. Pick up the Pass Code slate and you'll be warped out of the level.

Damper Rock Ruins: The Ancient Temple Under the Sand

Q: How many Pass Code slates are in this level, and where can I find them?

A: There are two Pass Code slates here. To find the first, return to the room with two giant floor cogs and three doors. If you go through the middle door, you'll end up back in the room where you first used the Launch-A-Bomb formation to break a glass shield over a wall switch. Go out the door on the left side of this room and the Chip Finder will turn orange. Transform into the Mechan-O-Wheel formation and lower the bridge.



On the other side of the chasm is a Crane-O-Matic puzzle and a locked door. Transform and you'll get a birds-eye view of a mosaic with a lot of tiles missing. The tiles are going by on the conveyor belt. Just grab

the tiles and put them in the correct slot to form the picture. But be careful—sometimes the tiles aren't ones you need, and each time you make a grab, a little bit of your crane's energy meter depletes. After you complete the picture, the door next to it unlocks to reveal a Pass Code slate and another information slate.

To locate the second Pass Code slate, redeploy to the area and go through the gate across from the save point obelisk. Walk past the "Key and the Stone" statue to the elevator behind it. Take it down to the room where the Tokobots were preserved. There's an elevator in the back that can take you up a level. You should be in an outdoor area with a floor switch, a wall switch and a large gate. Go through the gate. Go down the ledges (you're at the top of the place where you once had 10 seconds to climb up a bunch of magnetized ledges) and through the doorway. There's a room with a save point here. Next, walk through the room with eyeball tablets (where you have to block the eyeballs using cubes in the room above) and the room with the slamming spiked walls (where you use U-Formation and Circle Formation to stay in the safety zones), then through a door that leaves you at the top of a ramp where pillars are rolling down. Go outside and you'll be at the top of another ramp of pillars. Walk down and out the door. As you jump down the ledges to get outside, your Chip Finder will finally turn orange. You're outside on the edge of a huge chasm. The other side is unreachable. Jump into the chasm. Kill the Spikes and look around the room until you see a small hole in the wall. Toss Bolt through the hole—you have to walk as close to it as possible while in jointed Circle Formation before you toss him or else he won't make it.

In the next room there are three giant cogs underneath a glass floor. All of the cogs have a nail sticking out the middle. Stamp them down. There's also a stone cube with patterns on it sitting in the corner. Drag it and use it so you have a jumping-off spot that can help you reach the two nails that are fully extended. Chain up the Tokobots in V-Formation and use them like a hammer. Once you push down all the nails, the cogs will turn and a door will open.

BOSS: Morphhot



You've already faced this boss, although this time it's colored differently. Use the same strategy as before, and eventually it will drop an information slate, "The End of the Worlds." Pick up the Pass Code slate it was guarding

and you'll get another information slate, "The Power and the Prototype," before getting warped back to Canewood's Lab.

Canawood's Lab

Q: Where should I go after I collect all the Pass Code slates?
A: Ruby recalls seeing a big statue somewhere, but can't remember where. It's in the Valve Air Ruins.

Master Gear Cave: The Being Which Stalks the Star Core

Q: I keep getting shot! What should I do?



A: In the entrance, you have to use a hook swing to reach a magnetized ledge. If you don't climb all the way up your Tokobot ladder, you can see a shield at the far end of the tunnel flipping around con-

stantly, making a clacking noise each time. Just don't move when the eyeball painted on it is facing you. Any movement will be shot at, so don't even joint or unjoint with your Tokobots while it's facing you.

Q: How can I cross the platforms in the beginning?

A: When you first enter, you have to spin against a cog to raise the platforms while avoiding being seen by the eyeball shield. You can only reach these platforms by gliding; if you can't make the leap, you aren't spinning fast enough. Pound the \square button as quickly as possible to maintain the most height. Also, as soon as you land on a platform, it will start to sink, forcing you to get back into V-Formation immediately to do a jump throw to a magnetized ledge. Right at the end, you have to time your throw to avoid hitting the swinging scythe pendulum.

Q: Why can't I do anything with the stuff in the glass case?

A: You can't access this yet. Just go through the large gate to find a familiar face.

BOSS: Dongle

Stage 1: This is similar to the Dongle you fought earlier, except it's been Super Sized. Spin against the cog on its base to make it lower its head, then do a throw attack against its head.

Stage 2: After you hit it a couple of times, its head will move down into its belly. Just do the same thing as before (spin against the cog and hit his head); you just have to readjust your aim. When he smashes his hand down, he'll sweep it from side to side. Just get behind him and spin-attack. (You can't attack him from the front or he'll block it with his big hand.)

Q: How do I get across this floor with the invisible path?

A: When you stomp on the floor switch, a path across the gap will reveal itself briefly and then disappear. Memorize it and then walk across it while in Circle Formation. Remember that if you stay jointed, you won't fall...which is a good way to find the edges of the path. At the gap where you need to jump to the second part of the path, do a high spin jump to the left.



BOSS: Tankaloo

Tankaloo doesn't have any new tricks up its sleeve. Repeat the strategy you used from the earlier battle.

Q: How come I keep getting warped back upstairs whenever I stamp on the floor switch in the room beyond the Tankaloo fight?

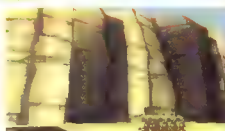
A: It's because there are actually three floor switches, and when you first enter the room it isn't obvious. You have to hit them in a specific order to avoid getting warped back upstairs: Right, Left, Middle, Left, Right. Pressing them all brings up platforms which you can use to cross the gap.



Valve Air Ruins: The Aquatic Land in the Jungle

Q: Where's the big statue located?

A: When you enter the level, move around the western perimeter instead of using the elevator. As you walk along the path, eventually you'll reach an outdoor area with a big save obelisk, and a big gap in the wall where the statue used to stand. Go and look at the empty pedestal. Bolt will use the Tokobots and the Pass Code slates to unlock the seal. Inside is a save point and some crystals which you can break to get items. Save your game and take the elevator down to find a new area.



BOSS:



Tornado, like Tankaloo, uses the exact same attacks from earlier. The main difficulty is the fact that you can't save after the Tankaloo fight, and if you lose to Tornado you'll be forced to refight.

Tankaloo. At any rate, once you defeat Tornado for the second time, the elevator in the back activates. Make sure you save after this battle, because it's the last chance you'll get.

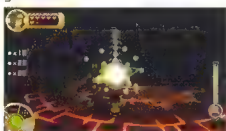
BOSS: Battleye

[Note: This is by far the hardest boss battle in the game, since Battleye moves significantly faster than you and is smart enough to maintain a minimum safe distance if you try to run up to him with your Tokobots ready to throw.]

Stage 1: At the start of the battle, Battleye will rush you. If you immediately switch to V-Formation as soon as you gain control and do a throw attack, you will usually be able to land a sucker punch, which is vital in this battle.

Stage 2: Keep your distance and wait as Battleye launches two missiles at you, one after the other. Make sure to maintain a jointed V-Formation while you're doing this; having all your Tokobots lined up and ready to go makes a huge difference in this fight. If you watch his body language, you can tell when he's about to launch his first missile. This is your opportunity to close the distance between you. If you jump over the first missile, you can then throw toward him and hopefully hit him with a throw attack; the slow delivery of this attack should keep you in the air long enough to avoid the second missile. The biggest annoyance is Battleye's ability to just zoom off the screen; he loves to do this when you back him into a corner. Since you can't rotate the camera freely, you're forced to frantically turn around and tap the L button just to find out where he's at. UNFAIR!

Stage 3: Battleye uses a variety of other attacks, like an uppercut that can knock aside all your Tokobots like bowling pins, or an overhead ground smash that makes spikes shoot up from the ground in front of him, but these are easy to avoid if you stay at a distance. Sometimes you'll get lucky and hit him with a throw attack while he's rushing forward for an uppercut, but it's not a guarantee.



Stage 4: If you're really desperate, transforming into a Special Formation like Samurai Hover or Mega-Hammer has the side effect of protecting Bolt's health temporarily. I don't recommend this because it sucks up parts, these suits don't move very fast and the damage they inflict is less than what happens when you smash Battleye with a linked Tokobot chain. Also, you'll need to save enough parts to do transformations when you fight the last boss, who comes up immediately after you defeat Battleye (that's right, you don't get to save).

continued

Master Gear Cave: The Being Which Stalks the Star Core

BOSS: Zero

[Note: Although this boss is not as difficult as Battleby, the fact that you have to fight Battleby first makes it likely that you'll enter this battle with very little energy.]



Stage 1: Four shields come down, and you have to lure Zero into destroying them all with his laser eyes. Just stand in front of the lower shields and jump out of the way before the lasers hit you. For the

upper shields, you have to jump up in front of them to make Zero raise his eyes high enough to destroy them. If you center yourself between the front and back ones on one side, you can sometimes make him destroy two shields with one hit. You might need to press SELECT to raise the "camera" so you can see when he's getting ready to fire.

Stage 2: Once all four shields are destroyed, Zero launches four spheres that circle around his throne. Carefully approach the throne from the side, since he'll do a frontal sweeping attack or hit you with his eye lasers if you loiter in front of him. For now, the sides of the throne are safe spots. Hit one of the spheres with a throw attack, and it will freeze briefly, then start moving faster than the others. Hit the same sphere a second time, and it will blow up, causing a load of damage to Zero. Make sure to RUN AWAY IMMEDIATELY after you do this, because Zero launches a huge energy beam sideways and frontwards as soon as you damage him. After you've exploded a sphere on him once, you have to go to the other side of the throne and repeat the attack using another sphere. This time, right after you hit the sphere a second time to make it explode, INSTANTLY transform into the Samurai Hover. This way the suit will take the damage when the energy beam shoots out.



Stage 3: When you get him down to two spheres, he'll get really mad and start stamping his left foot over and over again, causing the ceiling to start caving in. If you keep hanging out by the sides of his throne

where he can't see you, he will NEVER STOP STAMPING HIS FOOT. It's pretty much impossible to hit the remaining spheres while trying to avoid the chunks of ceiling that keep crashing down. However, if you move in front of him, he'll give his foot a rest, and switch to trying to hit you with his casual arm sweep (easily avoided by staying back a little) or with his slow laser eyes. No problem. Just hit the spheres from the front (you'll probably have to jump to reach them) and remember to put on your Samurai Hover suit to avoid getting damaged by the return blast.

Canewood's Lab

Q: I've finally beaten Zero! What is there left to do?

A: Plenty! After you save the clear data, you can return to the lab and select the door in the bottom center. It leads to "Original Time Attack" mode where you can replay each area and try to get the best grade possible. Whenever you attempt an area, it records how many times you've tried it and the best rank you've achieved, as well as the best time.

You can also return to the Kingdom of Crank Belt and head into the underground passage again. This time, if you try to go through the darkened hallway just across from the save point, you'll find a room where Flames is waiting for you. She's distraught over Colonel Fuel's untimely demise and even more upset when you unwittingly invade her privacy.



BOSS: Flames



There are two strobes beaming lasers that circle the entire room in opposite directions that you have to constantly jump over. Other than this, she's basically no threat. She just stands there and takes

it as you whack her. Just be careful to time your jumps so you don't land in the lasers and she'll crumple in no time.

Q: What are the Gold and Silver coins in the Original Time Attack mode for?

A: The following chart shows you all the bonuses you can get by earning high rankings and finding Gold or Silver Coins while playing Original Time Attack mode.



BONUS	CONDITIONS
Stories 1	Get Rank A in Valve Air Ruins 1
Stories 2	Get Rank A in Valve Air Ruins 2
Stories 3	Get Rank A in Damper Rock Ruins 1
Stories 4	Get Rank A in Damper Rock Ruins 2
Stories 5	Get Rank A in Grinder Valley
Stories 6	Get Rank A in Kingdom of Crank Belt 1
Stories 7	Get Rank A in Kingdom of Crank Belt 2
Stories 8	Get Rank A in Master Gear Cave
Stories 9	Collect 20 Silver Coins
Illustrations 1	Collect 4 Silver Coins
Illustrations 2	Collect 6 Silver Coins
Illustrations 3	Collect 8 Silver Coins
Illustrations 4	Collect 10 Silver Coins
Illustrations 5	Get Rank S in Valve Air Ruins 1
Illustrations 6	Get Rank S in Damper Rock Ruins 1
Illustrations 7	Get Rank S in Grinder Valley
Illustrations 8	Get Rank S in Kingdom of Crank Belt 2
Illustrations 9	Collect 2 Gold Coins
Illustrations 10	Collect 4 Gold Coins
Concept Art 1	Get Rank S in Valve Air Ruins 2
Concept Art 2	Get Rank S in Damper Rock Ruins 2
Concept Art 3	Get Rank S in Kingdom of Crank Belt 1
Concept Art 4	Get Rank S in Master Gear Cave
Concept Art 5	Collect 6 Gold Coins
Concept Art 6	Collect 8 Gold Coins
Concept Art 7	Collect 30 Silver Coins
Concept Art 8	Collect 10 Gold Coins
Concept Art 9	Collect 40 Silver Coins
Concept Art 10	Collect 20 Gold Coins
Ending Movie	Available once you complete the game

PETER JACKSON'S KING KONG

THE OFFICIAL GAME OF THE MOVIE

STRATEGY GUIDE
BY PAT REYNOLDS

Based on the recent remake of the classic film, *King Kong* follows the adventures of Hollywood screenwriter Jack Driscoll, who follows director Carl Denham to the uncharted Skull Island to help create the greatest motion picture ever made. However, Jack, Carl, actress Ann Darrow and the rest of their crew find that Skull Island is inhabited by everything from tribal natives to giant insects and creatures out of earth's ancient past. In addition to the many horrors that call the mysterious island home, the natives live in fear of Kong, a giant gorilla who forms a bond with Ann and ultimately aids Jack and his companions during their time on the island. You'll spend most of your time with King Kong playing as Jack, using spears, fire and firearms to fend off the frightening denizens of the island, but you'll also get the opportunity to play as the mighty Kong himself, and turn the tables on the dinosaurs with his incredible power. This guide will show you how to survive the adventure to its end, and also how to play out an alternate ending that's exclusive to the game! **Spoilers:** This guide may contain story "spoilers" if you're not familiar with the movie.

WEAPONS

Skull Island is a dangerous place. Luckily, the Captain and crew of your ship brought along a good supply of weapons. Although you'll begin your adventure with little more than a pistol, Captain Englehorn is busy flying his prop plane around the island dropping weapon crates. When you spot one of these, knock it down or break it open to reveal the goodies!

PISTOL



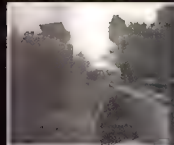
This basic handgun is the first weapon you'll discover on Skull Island. It's capable of fairly rapid fire and is good for taking on most of the early game enemies, like the giant crabs, megapedes and bats. When you find yourself looking down your sights at a dinosaur, though, the pistol should be your weapon of last resort.

SHOTGUN

The upside of the shotgun is that it causes major damage at close range. The downside is that you have to let whatever snarling, starving creature you're aiming at get close to you before firing. At medium range it packs less punch, and it's useless against anything farther away. Shotgun ammo is scarce, so you'll want to make the most of every shot.



MACHINE GUN



Although it packs the same punch per bullet as the pistol, the machine gun makes up for this deficiency by spewing those bullets out at an extremely rapid rate of fire. Because of this, you can reliably take on a Venatosaurus with this weapon and come out the victor, although the mighty V-Rex is still too much dino to be brought

down by a mere gun. Be careful when firing this weapon—the temptation to spray bullets is high, but you generally won't need any more hits to drop your basic enemies than you would with the pistol, so conserve ammo whenever possible.

SPEAR



Spears come in two types (tribal and bone) and are plentiful everywhere on Skull Island. Tribal spears are longer and deal more damage, but each cache you find holds a limited number of spears. Bone spears are shorter and do less damage, but you can pull an infinite number of them from the many bone piles you'll find on the island. In

addition to their usefulness in attacking enemies, you can also set a spear on fire and toss it into a patch of briars to clear a path through the dangerous growth. You should always grab a spear (if there's one handy, even if you have a firearm—use the spear first before expending valuable ammunition from your main weapon. Spears can also be reused a few times before breaking.

SNIPER RIFLE

With a powerful scope that allows you to zoom in on a target, the sniper rifle can be used to clear remote areas of creatures without alerting them to your presence. You'll use it to target hanging firepots and knock them down to start brush fires as well.



SKULL ISLAND BESTIARY

Almost as soon as you set foot onto the shore of Skull Island, it's apparent that you're not alone. In fact, the remote island is literally crawling with everything from oversized crustaceans and insects to dinosaurs of all sizes. Here's a rundown on the various beasts you can expect to shoot, spear or plain run screaming from during your stay in Kong's backyard.

GIANT CRAB

You'll encounter giant crabs early in the game. They'll frequently attack from bodies of water, ambushing you from the tall grass that grows in swampy areas. Although they are indeed larger than normal crustaceans, they're still pretty small by the standards of Skull Island baddies, and a single spear or gunshot will drop them before they get close enough to become a threat.



FOOD CREATURES

Found all over the island, harmless creatures such as grubs, giant dragonflies and small amphibians are sought after by many of the other indigenous species. You can use a spear to skewer these creatures, and then toss it near many of the larger predators to distract them for a few precious seconds. Use this time to either get away or attack, depending on the size of the predator. It's also useful to note that many of the actual predators themselves can become food for larger creatures—bring down a giant bat while a V-Rex is nearby and watch what happens.



MEGAPEDE



These enormous millipede-like creatures move very quickly and can traverse walls and ceilings as easily as the ground, making them difficult targets at long range. Wait for them to get close—they rear up before lunging for the kill, giving you time to attack. Megapedes will also sometimes attack each other, and you can distract them by tossing a

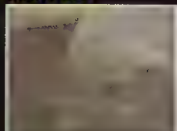
"food spear" in their vicinity.

GIANT BUG

You'll face these bugs in areas where the bramble thickets are overgrown. They'll use the brambles for cover and try to ambush you. Luckily, they're pretty slow and not at all quiet, so you'll have plenty of time to prepare to defend yourself from their attacks.



GIANT BAT



Attacking from the air, often in packs, these oversized flying rodents can hit you before you even know they're around. Look for them hanging from ceilings and other high places, and try to snipe them from a distance whenever possible. Although they're fast and dangerous,

you can bring a giant bat down with a couple of pistol shots, or a single good hit from any other weapon.

AMPHIBIOUS DINOSAUR

This creature is a precursor to the modern-day crocodile. You'll find them in waterways on Skull Island, and they like to attack in groups, attempting to drag their prey under the surface of the water. They're not hard to spot, thanks to the splashing that announces their arrival, and they can be dispatched with a couple of spears or rifle shots.



VENATOSAURUS

This is the first dinosaur you'll encounter, and although it's small, it can tear you apart with just a couple of bites. Watch out for its lunging attack—these quick dinosaurs can chomp on you before you know it, so hit them fast and hard, and from as far away as possible.



SMALL VENATOSAURUS



Quick and crafty, these small predators hunt in packs and will try to ambush you whenever possible. Watch for one or more to split from the group and attempt to move to the side to make its attack while you're concentrating on killing the ones in front of you. Unlike the larger variety of their species, the small venatosaurs are fragile and can be

killed with a few bullets or a single spear.

Y-REX

The biggest and baddest of the predators you'll face on Skull Island, the Y-Rex is so tough that Jack cannot kill it—you'll need to harness the power of Kong to accomplish that task. As Jack, you'll need to distract these mighty lizards to prevent them from feasting on your comrades on several occasions, while staying out of their massive jaws yourself.



BRONTOSAURUS



Although these enormous herbivores won't attack, that fact won't stop them from stomping you flat should you venture into their path. In areas where the brontosaurs are on the move, tread carefully to avoid getting squashed.

SKULL ISLAND NATIVES

The tribal natives of Skull Island are responsible for all of the spears, fire pots and wooden gates you come across during the adventure. Although their tools are helpful, they are anything but friendly. Hard to spot, the natives will attack from the cover of trees and bushes, throwing burning spears at you. They'll harass you during many chapters of the game. Although they're easily frightened, they'll always come back with greater numbers.



WALKTHROUGH

Surviving on Skull Island is tough, whether you're a weapon-toting human or the mighty Kong. This walkthrough will help you get past the hard parts of each stage and stay alive to see the adventure through to the conclusion.

CHAPTER 1: THE VENTURE



There's nothing for you to do during this short stage except choose whether you want your view controls inverted or normal, and get a feel for looking around as you ride the small boat to the shore.

CHAPTER 2: SKULL ISLAND



Follow the instructions of Hayes and Ann and fight off some giant crabs. When you reach the door, you'll need to grab one of the levers and help Hayes get it open. More crabs will appear from the water. Use the pistol to defeat them.

CHAPTER 2: THE CRABS



When all of the crabs are gone, an even larger crustacean will emerge from the depths. This one takes quite a few more hits to kill...and to make matters worse, you'll only be able to hurt it when it rears up to attack. Aim for its soft underbelly and your attacks will stop it from grabbing you with its oversized

claw. Stay on the move and keep it away from your companions; if it turns its attention on them, waste a couple shots on its shell to remind it that you're the real threat.

You'll find the first of Englehorn's weapon crates just ahead—this one contains a shotgun and some ammo. You can only carry one weapon at a time, but trading your pistol for this more powerful gun is a good idea. In the next area, you'll need to pick up the wooden lever from the ground and insert it into the pillar to get the door open. Follow the path beyond the door to finish this chapter.



CHAPTER 3: NECROPOLIS



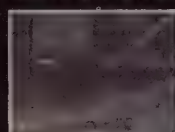
When you reach the fire pot, grab a spear from nearby and set it ablaze. Toss the flaming stick into the patch of brambles to the left to clear it out and reveal the path. Before continuing, grab a bone spear from the pile near the fire pot—it's a good idea to have a spear equipped at all times.

Inside the tomb, you'll face megapedes for the first time. In addition to protecting yourself, you'll need to keep Carl and Ann safe from the creatures as well. Hayes is well-armed and will fend for himself. Keep an eye on your companions as well as the position of the megapedes and kill each one quickly. Make use of the bone pile in the middle of the room by pulling bone spears from it and using them to defeat the first wave of insects—you'll want to save your shotgun shells for the giant bats that attack just after the second wave of crawlies.



Cross the rotting wooden board and it will collapse behind you. Ann opts to cross the rocky wall to join up with you, but several Megapedes don't like that idea. Shoot them off the wall before they can get to Ann to keep her safe as she crosses.

In the long canyon, you'll need to burn more brambles to reach the door, but you can also avoid wasting bullets on a megapede or two this way. Wait until you hear the creatures moving in the brambles before lighting the fire to burn them up along with the thicket.



The path leading out of this chapter is guarded by ravenous spiders. You can't kill all of them, so you'll need to move them to a new, less dangerous location. Look around and you'll spot some grubs nearby. Spear one of them and then toss the food into the corner to send the spiders scurrying greedily after it, leaving the exit path unguarded.

CHAPTER 4: SCORPIONS



You'll need to burn through more bramble thickets to progress early on in this chapter. You'll also encounter the first hanging fire pot—shoot it down to drop fire into the brambles below and clear them out. When you meet up with Hayes and Carl, you can have Hayes toss you a sniper rifle if you want it.

CHAPTER 5: THE WALL

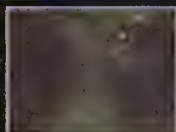
At the beginning of this chapter, shoot down the giant bats to attract the bugs in the thickets below to their corpses, and then shoot the hanging fire pots to burn them up.



After Ann disappears to open the second gate, drop into the water and wait. When the portal swings open, there are native tribesmen waiting on the other side. There's nothing you can do here, so get close and let them knock you out to end the chapter.

CHAPTER 6: SACRIFICE

After the events with Ann and Kong unfold, follow Carl through the jungle paths to escape the savages. Keep Carl in sight, as he'll lead the way through some difficult-to-spot tunnels and pathways.



At the gate, you'll face a new threat: venatosours. These large dinosaurs can attack from a distance by lunging and are capable of killing you with a single hit, so keep them at bay with spears and bullets. You can take down the first one by dropping the fire pot onto the grass to set it ablaze. Kill the megapede that appears near the door to distract the second dinosaur and use the extra time to get to the bone pile so you'll have a supply of spears. You'll find the missing lever for the door in the southwestern corner of the area. Burn out the brambles there to reach it. Set the lever in the door and crank it open to finish the chapter.

CHAPTER 7: ON KONG'S TRACKS

Follow Carl until he's attacked and abducted by the enormous bat creature. You can't stop this, so don't waste ammo or spears—there are plenty of other creatures in the area that you'll need those for. Follow the paths to stay close to the bat carrying Carl, and fight off the beasts that attack you along the way. You'll acquire a shotgun from a crate when you near the summit—grab it, but try to save the ammo for the battle against the big bat.

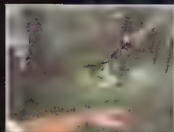


Wait for the huge bat to stop in midair—it does this just before it charges at you. Blast it with the shotgun when it gets close for maximum damage. It'll take several hits to bring it down, but it's not difficult to defeat as long as you listen for the verbal cues and reload your weapon. You won't

want to hear a click when you pull the trigger with the bat bearing down fast. Follow Jack out of the area and he'll lead you right to the door leading to the next chapter.



CHAPTER 8: HAYES



Run past the feasting venatosaurs and into the shelter ahead. Go up the stairs and you'll find some spears and a fire pot. Take out the giant bat flying around to draw the dinosaurs into the tall grass, then drop the fire pot to scorch them. If either of the dinos survives the attack, you can lure them

over to the entrance of the shelter and shoot them several times with your gun. When both dinosaurs are killed, a third will appear on the scene. When you kill this one, it's safe to venture out.

The door requires two levers before it can be opened. You need to spear a dragonfly and backtrack to the cave where the first lever is located, covered in spiders. Throw the food spear nearby to draw off the spiders and grab the lever. Light a spear on fire and burn down the brambles to the left of the door to locate the second lever.



When you locate Hayes, he's stuck on the other side of a sea of bramble bushes. You'll need to find some fire to burn a path for him to rejoin you and Carl. Jump into the water to the left, where you'll be met by two Venatosaurs on the other bank. Spear one of the harmless amphibians in the

water and toss it to lead the dinosaurs away, then run into the small shelter on the other side. Carefully move from shelter to shelter to get through the area without becoming dino dinner.

When you reach the ledge opposite Hayes, one of the dinosaurs will move to attack him. Hit it with a spear and it will leap over to your side. Hayes will attack with his machine gun, making it easy to bring the beast down. You can have Hayes toss the machine gun over to you, which makes the task of getting back to your companions easier. In the area where the dinosaurs are prowling, you'll need to grab a lever to use on the door. With the machine gun in hand, defeating the venatosaurs isn't too tough. Head through the door and follow the path to finish the chapter.



CHAPTER 9: V-REX



While Carl and Hayes open the door, you'll need to keep the V-Rex away from them. Kill the two bats in the area and he'll show down on them when they hit the ground. When those small meals are gone, you'll need to toss spears at the big dinosaur if you want it to continue following you around.

Keep an eye on the door and hurry through as soon as it's open.

Head into the shelter and wait near the back for the V-Rex to lose interest in you and your friends and leave the area. Exit the shelter, grab the lever from the pillar to the left and return to the area where the V-Rex first appeared. Use the lever on the door there and follow the path to the other side of the bridge to finish the chapter.



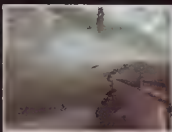
CHAPTER 10: ANN



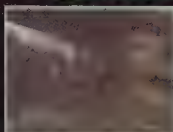
The small dinosaurs that attack in the beginning of this chapter can't take much damage, but they're fast and they attack in groups. You can distract them with a food spear—look for some tasty amphibians flopping around in the pools of water.

When Ann appears, you'll need to keep her safe from the attacking dinosaurs as she moves along the parallel path.

You'll find more weapons and ammo in crates up ahead, so attack freely to keep the multitudes of creatures away from both Ann and yourself. Eventually, however, a swarm of giant bats will capture Ann and Kong will appear to give chase.



CHAPTER 11: KONG



Chase the bat as Kong, using the vine-covered walls and large branches to climb, jump and swing through the jungle. Don't stop to fight off the little bats for long at all, as the big one carrying Ann will try to set down and eat her periodically. You need to stay right behind it to keep Ann alive.

When you reach the plateau, Ann will escape but Kong needs to defeat the giant bat. It attacks in the same manner as the one that you faced as Jack, although this time you'll simply need to hit it when it charges. Between attacks it will send in swarms of little bats to pester you. Drive Kong into frenzy mode and quickly dispatch these annoyances. When the big bat is down, follow after Ann to keep her safe from a pack of Venatosaurs.



CHAPTER 12: THE CANYON



The rickety bridge is guarded by a lot of giant bats. They're sleeping when you arrive on the scene, but if you step onto the bridge, you'll wake the whole lot of them. Instead, follow the path behind you to find a sniper rifle, as well as some dragonflies. If you stake a dragonfly and toss it onto the bridge, you'll

attract some of the bats and can then pick them off with the rifle. Back up as far as you can and use the rifle's scope to kill the rest of the bats safely before crossing to the other side of the bridge.

The river leading through the cave is dangerous—there are lots of megapedes living in the walls, and they'll attack you as you attempt to move through the water. Use food spears to lure them out and then snipe them while they're busy eating. Only when all of the bugs are killed is it safe to navigate the river.



To safely cross the bridge in the cave, you'll need to spear a dragonfly and toss it into the wall to move the spiders away. Watch out for megapedes attacking from the walls as you cross the bridge.



CHAPTER 13: MILLIPEDES



You'll do a lot of watching over and protecting Hayes and Carl during this chapter. Right at the start, grab the sniper rifle and keep them safe from the millipedes. Knock down the fire pot to set a brushfire and kill some of the attackers. It's only safe to move on when your comrades have left their ledge.

Use the rifle to clear the giant bats from around the bridge before venturing across. Before you leave the bridge, you'll need to provide cover for Hayes and Carl, who are now below you, as they open a door. Giant crabs will attack from under the slowly opening gate. Blast them before they can get to your friends.



You need to bring fire to the chamber where Carl and Hayes are waiting, but there's a waterfall in the way. Light a spear up and look for the opening in the rock wall to the left of the falls. Aim for the extinguished fire pot there and set it blazing. Pass through the falls, and you can light a new spear. The

lever to open the door leading out of the chapter is hidden in the brambles to the right. After clearing the room of megapedes and crabs, burn away the shrubbery to get to the lever.

CHAPTER 14: BRONTOSAURUS

Walking among the brontos is dangerous, but you have no choice—the way forward is blocked by brambles and there's no fire to be found. You need to head into the canyon to find some. To make matters worse, Venotosaurs hunt among the giant brontos, so you'll need to stay out of the path of the lumbering giants as well as fend off the predators.



You'll locate a burning fire pot at the end of the canyon, on the right side. Toss a flaming spear to the nearby pot to light it up, and then simply work your way back up the canyon, lighting fire pots as you go so you have a nearby source of fire at all times. You can now set fire to the bramble thickets littering

the canyon floor, which is a good way to kill the predators in the area; just lure them into the brambles and then toss your fire spear.

When you reach the spot where Carl and Hayes are waiting, enter the shelter and set the brambles there on fire immediately—the V-Rex is coming and you need to clear out of the area before it can break down the wall and attack!



CHAPTER 15: JIMMY



When you locate Jimmy, you must keep him safe from the attacking dinosaurs. They attack on both sides of the river, so you'll need to watch Hayes and Carl as well to make sure they're not being attacked.

CHAPTER 15 CONTINUED



The natives spring a trap on you and your companions. When you're trapped in the small valley, they let swarms of small venotosaurs into the area. There are enough spears in the area to defeat them, and you'll also find a crate with a shotgun near the wall on the right side.



When the natives launch their flaming spears in full force, you need to quickly set fire to the brambles around the bridge and then get under the cover of the rocks on the left. If you stay in the open for too long, you'll be killed in seconds. After the natives are gone, cross the fallen tree to the other side of the river and board the raft carrying Jimmy.

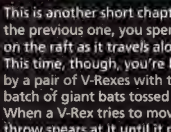
CHAPTER 16: ON THE RAFT



This short stage has you riding down the river on the raft. Carl and Hayes occupy a second raft. There's a bone pile on your raft, giving you an endless supply of bone spears. You've got easy access to fire as well via the torch attached to the raft. Use spears to defeat the megapedes and giant bats. When

you see the bridges of the native tribesmen, light a spear on fire and throw it near the base of the construction to bring them down and drive the natives away.

CHAPTER 17: RAPIDS



This is another short chapter, and like the previous one, you spend it entirely on the raft as it travels along the river. This time, though, you're being stalked by a pair of V-Rexes with the occasional batch of giant bats tossed in for variety. When a V-Rex tries to move in for a kill, throw spears at it until it retreats. Keep them at bay until the raft reaches the end of the river.



CHAPTER 18: FIGHT



Take control of Kong again to battle against the V-Rex. The fastest way to defeat it is by using the dash attack (press the jump button followed by the attack button) repeatedly. Knock the V-Rex flat and then pump Kong into frenzy mode to increase his power. A few solid hits will knock the dinosaur out for good, at which point you can perform Kong's finishing move on it. When the V-Rex is dead, go to the gate and push the pillar out of the way. Quickly proceed to Ann's location before the pair of V-Rexes can sink their teeth into her.

Using the dash attack against both V-Rexes is essential, as you can pummel both of them with each rush. The key to winning here is to keep the pressure on one of the dinosaurs and finish it fast. Then you can build Kong's frenzy and kill the second V-Rex without any trouble.



CHAPTER 19: SWAMPS



You'll face amphibious predators during this chapter. They swim up from the depths of the water to attack and will attempt to drag their prey back down. When you reach the first crossing, stay on the edge of the river and let your companions cross. Use the sniper rifle to quickly kill the creatures as they surface. Watch for the splashing in the water that signals their arrival. When everyone is across, you can enter the water with Hayes guarding you from the opposite bank. Don't cross too quickly. Backpedal away from the creatures that appear to give Hayes enough time to kill them.

The second river crossing is slightly tougher. Walk up onto the ridge to the fire and burn away the brambles below to let the rest of your group enter the water. From your vantage point you'll be able to snipe the creatures that attack, but you're farther away than the last time, so careful use of the rifle's scope is necessary to keep everyone safe. Like before, cross only after Hayes and company reach the far side.

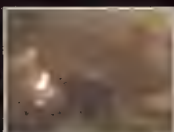


CHAPTER 20: CHASED BY V-REX



After defeating the predators in the area, pick Ann up and climb the nearby pillar. Set Ann down and she'll clear away the debris blocking the top of the nearby wall. When it's gone, you can climb the wall and proceed. Rescue Ann from the dinosaurs, then run and swing your way into the next area.

Break down the door and set Ann down so she can run into the cave and get a flame spear. After defeating the attacking predators, bring Ann to the top of the pillar and she'll once again clear the way for Kong to advance. Now you'll need to defeat a V-Rex and clear the pillar away from the door to reach Ann and save her from a second dinosaur.



CHAPTER 21: THE LOG



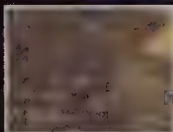
This chapter is almost nonexistent. While on the log, you can walk around a bit, but Kong will inevitably tip it over, sending you and your companions falling into the ravine below. When you come to your senses, follow the narrow cavern until you reach Hayes, Jimmy and Carl. Listen to their conversation and then head up the path leading out of the ravine.

CHAPTER 22: THE SKULL ISLANDERS

It's time to get on the roller coaster ride of playing Kong once again. This time, the enemies are the Skull Island natives and their constant barrages of flaming spears. In the beginning area, uproot the nearby tree and throw it at the walkway to either side of the gate to knock down the tribesmen there, then throw a hunk of pillar at the other side to clear the rest of them away. Don't waste time—the natives can kill Kong quickly with their relentless waves of spears.



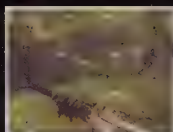
CHAPTER 23: TO SAVE ANN



When you reach the area with the large scaffolding, set Ann down. You'll need to wipe out the natives as they emerge from the caves in the wall below—use the tree trunk to easily swat them as they appear. They'll turn their attack on Ann if you let them stay in the open for long, and you need to keep her alive so she can burn a path for Kong to progress.

CHAPTER 23: TO SAVE ANN

Ann is being pursued by a hungry V-Rex and Kong is nowhere to be found. It's up to you to save her, using only some spears and your wits. When you reach the first pile of spears, quickly throw a couple into the beast before Ann gets chomped, then run into the large open area behind you.



Now you must play a dangerous game of cat-and-mouse with the V-Rex while Ann clambers up the wall and cranks open the gate leading out of the area. Keep the monster distracted from Ann with spears, and try to keep the ruins between yourself and the dinosaur. You should never be without a spear; if the V-Rex gets too close for comfort you'll need to stick it again to slow it down. Ann will tell you when the door is open—run for it. Follow the ledge up and around and you'll automatically haul Ann up to your position, safely out of reach of the rampaging V-Rex.

CHAPTER 24: THE CAVE

This is another short, expository chapter with no fighting. Simply follow the tunnel around and listen to Ann's speech before coming face-to-face with Kong for the second time.



CHAPTER 25: VENATOSAURUS



Follow the group to the small ruins. Note the location of the bone pile and spears. Grab the shotgun from the crate nearby and prepare yourself for waves of Venatosaurus that will attack your position, more than you've ever had to fight off before. You know how to deal with these beasts by now—flatten them fast with shotgun blasts at close range, followed by a spear while they're on the ground. The assault ends with the appearance of an even larger Venatosaurus. It takes several shotgun blasts to bring the beast down, at which point the area becomes safe.

To finish the chapter, you must locate fire to burn the thicket blocking the gate and a lever to open the gate. Go into the passageway to the left to locate the fire. You'll need to play the old "pass the fire" game you learned back in the canyon. Throw flaming spears to the extinguished fire pots to light them up, and you'll have no trouble getting back to the clearing with some flame.

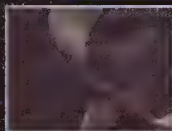


The lever is inside the cave to the right, behind the waterfall. When you reach the fire pot, throw a burning spear into the chamber below to roast the dinosaurs and megapodes there. Jump down into the room and take the lever from the post. Fight your way out of the room and return to the group to open the gate and leave the area.

open the gate and leave the area.



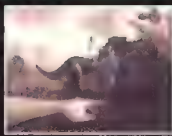
CHAPTER 26: IN THE MUD



Spear a dragonfly to distract the spiders and get a fire spear to clear the path through the brambles. At the river crossing, you'll need to protect the rest of your group as they swim to the other side. Use caution when moving through the watery cave—there are predators in the water and they travel in packs.

CHAPTER 27: CALL KONG

This chapter starts with a mad dash away from the angry V-Rex. Use spears to annoy it and keep it distracted from your friends. The path is windy and dangerous, so you'll need to look both ahead and behind you to keep an eye on the ground as well as the hungry predator.



Next, you'll need to keep the V-Rex occupied while Ann climbs to the top of the pillar and lights the fire to signal Kong. In addition to using spears to keep the big dino focused on you instead of Ann, you'll need to protect Ann from giant bats that will occasionally attack her as she works. The other

bats flying around the area make good food for the V-Rex, so shoot them out of the air and you'll gain a few seconds' reprieve. When Ann is finished building the fire, Kong will appear and the chapter ends.

CHAPTER 28: KONG TO THE RESCUE

This brutal Kong stage begins with a face-off against a V-Rex—nothing you haven't done before. But things quickly escalate when giant bats abduct Ann and attempt to carry her away. Follow their path and you'll come to a landing where you'll need to take on two of the huge bats. They attack the same way as before, so wait for them to charge and smack them before they can hit Kong.



To finish off the chapter, Kong must defeat three V-Rexes! When one of the first pair is defeated, the third will appear. In addition to fighting, you'll need to keep them from taking an interest in Ann, who is hiding nearby. Split your attacks between both dinosaurs to keep them attacking



Kong instead of Ann.

CHAPTER 29: TO THE PLANE

This is a short stage—simply retrace your path back to the river where the plane attempted to land. You'll face giant bats and Venatoresses, but not in great numbers...and there's plenty of ammo to be found. You'll need to burn some thickets to reach the waiting plane, but fire is also in easy reach—look for it in the niche along the right side of the canyon wall.



CHAPTER 30: TO THE LAIR



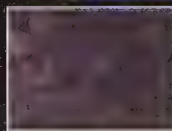
Work your way up the mountain toward Kong's lair. You'll be attacked by giant bats every step of the way—the sniper rifle is great here. When you reach the cavern, you'll need to head into the area to the right in order to find fire and burn away the brambles, then get a grub on a spear from near the gate and distract the spiders guarding the lever. It's a good thing this is a one-man gate, since Jack is all by himself at this point.

CHAPTER 31: KONG'S LAIR

There are still more bats to kill on your way into Kong's lair. Grab the sniper rifle if you don't still have one from the last area and pick them off from the distance as you approach the opening into the mountain. Swim toward Ann and press the button to talk to her when prompted to finish the chapter.



CHAPTER 32: FIGHT IN THE LAIR



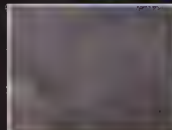
Attack the giant worms with Kong's usual dash attack-grab-finisher combo to make short work of them. Be sure to kill all of the little worms in the cavern before going for the finisher on the big ones—the little ones can't do much harm to Kong, but their attacks will interrupt the action.

CHAPTER 33: CHASED BY KONG

Follow Ann into the shelter and use the bone spears to pick off the dinosaurs outside. Head to the opposite shelter to get fire so you can clear the path up into the jungle. Next, just follow Ann along the path and she'll lead you to another shelter and the end of the chapter.



CHAPTER 34: HEADING BACK



Follow Ann through the ravine and use spears to defeat the Venatoresses that attack along the way. When the Skull Islanders start pitching their spears at you, run past them through the burned brambles to the shelter.

CHAPTER 35: BACK TO THE VILLAGE

Knock down the fire pots to burn a path through the ruins. If you get lost, look along the walls for small openings—the way back to the wall is through one such crack. When you reach the wall, Ann will climb out onto the structure and the chapter will end.



CHAPTER 36: KONG'S CAPTURE



Rampage through the Skull Island's village as Kong. When you reach the door with the pillar, you'll need to clear all of the natives out of the area before you can open the door. You'll find Ann ahead. Grab her and then let her burn away some stakes that block the escape route. With Ann firmly in hand, follow the path leading out of the mountains and onto the beach, where a familiar face is waiting with a small army for Kong's arrival.

CHAPTER 37: IN THE STREETS OF NEW YORK

When the chapter begins, jam on the buttons to free Kong from his bondage. Now follow the streets, destroying the police and military vehicles that appear as you go. The path is extremely linear, but there's a lot of destruction to be caused along the way. When you reach the end of the road, jump onto the nearby building and start climbing for the top!



CHAPTER 38: KONG'S DEATH



For this, the final chapter of the game, there is only one outcome—as you might have guessed from its title. Climb to the top of the Empire State Building and see how long you can last against the never-ending waves of attacking planes. Try to position the spire between the planes and Kong, then swing around to smash the attackers as they fly past. Eventually, though, they'll overwhelm Kong and the inevitable conclusion will play out...or will it?

BONUS CHAPTER: ALTERNATE ENDING

If you've completed the game and earned at least 250,000 points by replaying stages (see more information on playing for high scores below), you'll be able to try out an alternate final stage of the game. It begins in the same way as the normal one, with Kong ascending to the top of the tower and battling the biplanes. However, after you've destroyed several planes, Jack will arrive, at the controls of one of the planes. Playing as Jack, shoot out the spotlights that appear on the building and attack the other planes to keep them from taking Kong down. When you've shot down enough planes, you'll be treated to an alternate ending to the game!



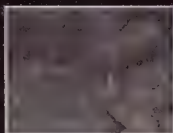
PLAYING FOR SCORE

After you've completed a chapter, you'll have the option to replay it from the main menu. On these playthroughs, you'll earn a score for your work. You gain points for each enemy defeated, but lose points for things like how much ammo you expended, damage taken and companions wounded. You can unlock various bonus content, such as concept artwork and interviews, by earning high scores and completing portions of the game. When playing for score, try to conserve ammo and use spears as much as possible. And don't die—it costs you 5,000 points each time you fall!



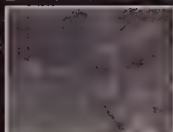
CHEAT CODES

At the main menu (the one that says "Play," "Options" and "Extras"), enter the following code:



PlayStation 2 version—Hold L1 + R1, press Down, Up, Down, Down, Up, Up, then release L1 + R1

Xbox version—Hold Left Trigger + Right Trigger, press Down, X, Up, Y, Down, Down, Up, Up, then release Left Trigger + Right Trigger



GameCube version—Hold L + R, press Down, X, Up, Y, Down, Down, Up, Up, then release L + R

A new "Cheat" option will appear at the main menu and also at the pause menu. Select this option, then enter any of the following cheat codes. Be sure to include the space characters and capital/lowercase letters exactly as they appear. Note: the "0" character in the "Unlock all chapters" code is a number zero. You'll hear a whooshing sound each time you enter a code correctly; if a code is incorrect, you'll hear a click.

Bwonder—Invincibility (Jack only)
GrosBras—One-shot kills
KK 999 mun—Unlimited ammo
lance Trif—Unlimited spears
KKst0ry—Unlock all chapters
KKmuseum—Unlock all video options and "Extras" bonus items
KKtgun—Equip pistol
KKcapone—Equip machine gun
KKsn1per—Equip sniper rifle



MARIOKART® DS

Strategy Guide by
the Editors of *TIPS & TRICKS*
Special Thanks to Jason DeHeras
and Rick Bieniek



With features from all of the previous Mario Kart games and free Nintendo Wi-Fi Connection options, *Mario Kart DS* is one of the most entertaining racing games ever made. Since its release in November, players have been challenging each other to heated online battles at all hours of the day and night—and that's going to be the focus of this mini-strategy guide. You've probably already been playing the game for a while now, so we're bringing you some tips to help you dominate your online opponents, major shortcuts that you can use to take the lead and some custom emblems that are guaranteed to blow your foes away when they see 'em.

UNLOCKABLES

You won't be able to reach your full potential in online races if you haven't taken the time to unlock all of the game's features by playing in single-player mode. Here's a handy chart that explains how to unlock all of the characters, courses and options:



Achievement	Reward
Earn gold trophies in the Mushroom Cup and Flower Cup at a particular engine class	Unlock Star Cup for that engine class
Earn a gold trophy in the Star Cup at a particular engine class	Unlock Special Cup for that engine class
Earn gold trophies in the Shell Cup and Banana Cup at a particular engine class	Unlock Leaf Cup for that engine class
Earn a gold trophy in the Leaf Cup at a particular engine class	Unlock Lightning Cup for that engine class
Earn gold trophies in all four Nitro Grand Prix cups at 50cc class	Unlock Dry Bones
Earn gold trophies in all four Nitro Grand Prix cups at 100cc class	All characters get three karts to choose from
Earn gold trophies in all four Nitro Grand Prix cups at 150cc class	All characters get seven karts to choose from
Earn gold trophies in all four Retro Grand Prix cups at 50cc class	Unlock Daisy
Earn gold trophies in all four Retro Grand Prix cups at 100cc class	Unlock Waluigi
Earn gold trophies in all four Retro Grand Prix cups at 150cc class	Unlock 150cc Mirror class
Earn gold trophies in all four cups in either Nitro or Retro Grand Prix at 150cc Mirror class	Unlock R.O.B.
Earn gold trophies in all eight cups at 150cc Mirror class	All characters get 36 karts to choose from
Earn gold trophies in all eight cups at all three engine classes and 150cc Mirror class	Alternate ending screen/title screen
Earn a rank of at least one star in all 48 missions	Unlock Level 7 missions

USING (AND ABUSING) MINI-TURBO

If you've been wondering why your online opponents always vote for the Figure-8 Circuit, it's because they've discovered the wonders of "snaking" and are anxious to find out if you can "snake" right along with them. If you can't, you're sure to be left in the dust.



Left and Right while drifting with the R button, you will see blue flames erupting from your kart's rear tires. If you continue to wiggle the D-pad, the blue flames will change to orange. If you release the R button while the orange flames are visible, your kart will get a small speed boost. The mini-turbo boost is not strong enough to allow you to zip through off-road shortcuts, but it can decrease your time trial by up to four or five seconds if you can pull it off repeatedly in the same course. Since you have to drift in order to get the mini-turbo, you'd think that a course with lots of twists and long curves would allow you to capitalize on these bursts of speed, but clever players have discovered that if you use character/kart combinations that favor certain attributes, you can actually perform repeated mini-turbos on long straightaways. Here's how it's done:

Let's say you're starting near the left side of a straight road. Press R + Right to hop into a drift toward the right. Quickly wiggle the D-pad **Left and Right** until you see the orange flames, then release R to get the mini-turbo. Immediately press R + Left to hop into a drift toward the left, earn another mini-turbo and repeat. Zig-zagging back and forth in this way would cost you precious seconds in any other racing game, but the mini-turbo boosts in *Mario Kart DS* can put you far ahead of the pack...or help you to catch up after falling behind. They give your thumb a pretty good workout, but they're easy to do if you've got the right kart, one that can pull out of a mini-turbo and start another without hitting either side of the road.



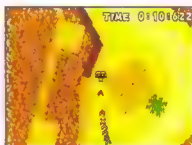


The Figure-8 Circuit is by far the favorite course for snaking, because the two large curves lead into long straightaways. And the best karts to choose if you're going to snake are those with the highest possible Acceleration and Handling attributes and the lowest possible Weight and Drift attributes. Yoshi's Egg 1 and Dry Bones' Dry Bomber both fit this description, and that's why you'll see the snakers use these karts most often in online play. Most hardcore *Mario Kart DS* players will tell you that their best time trial records were set using the Egg 1 kart. The character you choose will also have an effect on your snaking ability, as the lighter characters (Dry Bones, Toad, Yoshi) can get mini-turbos more quickly and easily.

Of course, many players will not tolerate snaking; they consider it to be a form of cheating, and refuse to race online against players who snake continuously. But you must master this technique if you plan to challenge the *Mario Kart DS* time trial records held by the world's best players. Here's an actual example of how snaking can affect your overall times: On the Mario Circuit 1 course, our best time without snaking is 50:775 (best lap: 17:335). Using the snaking technique, our best overall time on the same course is 47:306, with a best lap time of 15:335!

SHORTCUTS

Here's a list of the most useful shortcuts in the game. You'll need a mushroom or star to take advantage of most of them without slowing down.



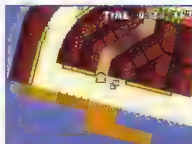
Desert Hills

Just after the first right turn, you can cut across the sand to the left of the small pyramid on the left side of the road. It's best to use a star or triple/golden mushrooms, since you can't get all the way through this shortcut with a single mushroom.



Delfino Square

Halfway through the course, at the end of the residential area, you'll see a small area with two trees on the left side of the road just before the stone bridge that crosses over the water. If you use a mushroom and boost diagonally off the platform just to the right of the trees, you can land on the pier across the water! There's even an item box waiting there for you.



After taking the left turn on the other side of the stone bridge across the water, look for two wooden crates on the right side of the road between the two large fruit stands. If you take a sharp right turn after these crates, you'll enter an alleyway that connects to the other side of the right turn that you've skipped...but you'll need a mushroom or star to maintain your speed through the puddle of mud in the alley.



DK Pass

At the third left turn in the course, take a hard left around the red fence and use a mushroom or star to boost over the hill and through the trees to shave a second or two off your time coming around the curve.

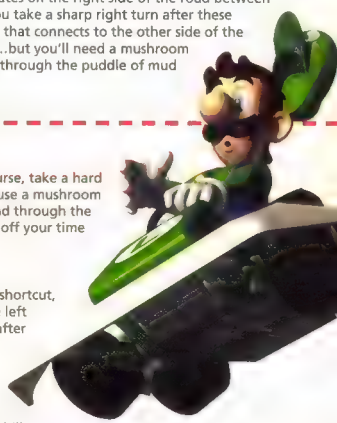


Just after the aforementioned shortcut, look for the blue fences on the left side of the road. Immediately after the "Super Mushroom" and "Koopa Kart" signs, use a mushroom or star to boost up the hill along the blue fence; there's even an item box for you to collect at the top of the hill.

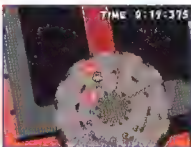


Peach Gardens

After you pass the large lawn sculpture and Chain Chomp at the start of the course, you'll see a short stretch with three tall trees on each side of the road. Immediately after this, you'll see a pink arrow directing you to the left. If you have a mushroom or star, you can zip through the flower bed to the right instead.

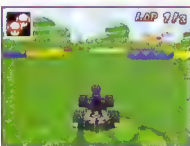


SHORTCUTS continued



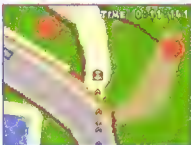
Bowser Castle

Inside the castle's rotating room, don't take the first exit you see. Instead, continue around to the right to find a second exit that lets you out well ahead of the first exit.



Donut Plains 1

Halfway through the course, you'll see the track jog to the right in between two pairs of green pipes. There's a gap in the fence on the left side of the road; use a mushroom or star to cut cleanly across the lawn through this gap.



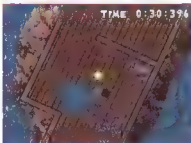
Mushroom Bridge

Shortly after you emerge from the tunnel at the beginning of the course, you'll see a break in the fence on the right side with a light gray path leading up a hill. You can use a mushroom or star to boost up the path and cut across to the other side of the hill.



Choco Island 2

Immediately after the starting line, use a mushroom or star to boost into the muddy area straight ahead; you'll see a gap in the fence for you to cut through. Some character/kart combinations can plow through this shortcut without using a power-up and still save a small amount of time.



Banshee Boardwalk

Inside the building on this course, you'll find a star-shaped hole in the floor just on the other side of the first wall. Most players will drive to the right around the pillar in the middle of the room to avoid the hole, but you can jump over the edge of the hole by pressing the R button just as you pass to the left of the pillar. No power-up is necessary to make this small jump.

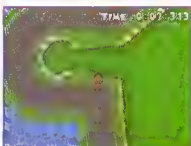


Sky Garden

Immediately after the first left turn, keep going straight to find a ramp that you can use to jump across a large gap to save some time. Unfortunately, there are sandy patches that slow you down both before the ramp and after the gap, so it's best to avoid this shortcut unless you have a star or triple/golden mushrooms.



The second rainbow-colored dash panel in this course will allow you to cut across a sharp corner without any power-ups...but there's a ramp just to the right of this dash panel which will allow you to shave off a much larger chunk of the curve if you have a mushroom or star to boost yourself across it.

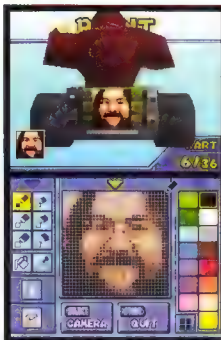


Yoshi Circuit

One of the best and most obvious shortcuts in the game: Just after the first left turn in the course, there's an archway on the right side of the road, with a small grass ramp that drops down to a well of water below. Use a mushroom or star to blast up the ramp and through the archway.



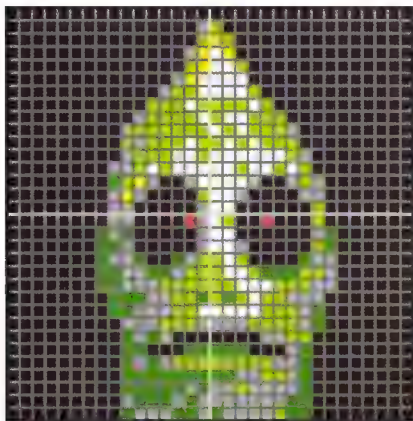
CUSTOM EMBLEMS



One of the coolest features of Mario Kart DS is the ability to create your own custom emblem. Your emblem will be displayed on your kart while you race, it will be shown to your opponents before and during multiplayer races and it will appear in the Records menu under "Friends" in your friends' copies of the game if you have exchanged ghost data or friend codes with them.

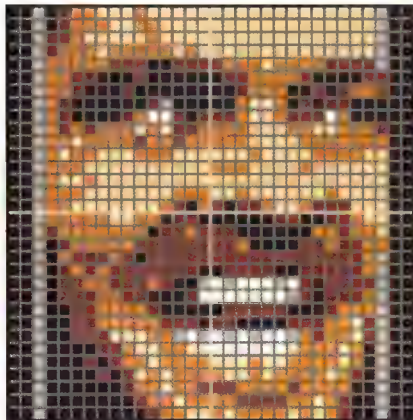
If you don't have the artistic ability to draw with the Paint tools, we've cooked up a batch of crazy emblems which you can use by

simply copying them, one pixel at a time. A good emblem can distract or even intimidate your opponents in online matches; some players may even allow you to pass them during a race just so they can get a better look at your emblem!



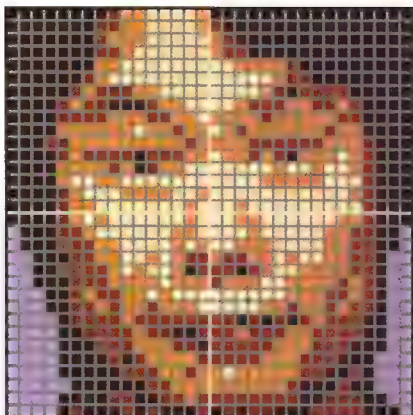
Sleestak

Lizard Creature from *Land of the Lost*



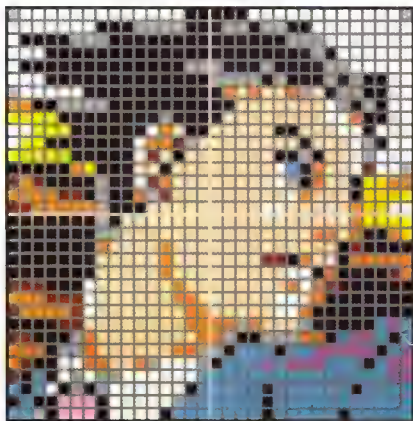
Jack Nicholson

"Heeeeere's Johnny!"



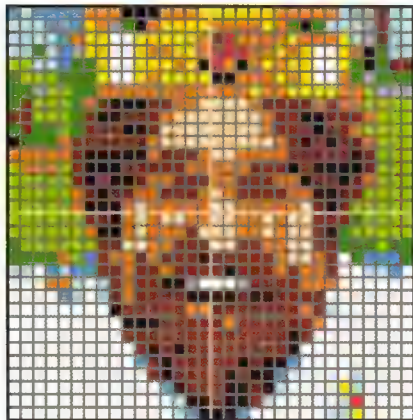
Shigeru Miyamoto

Creator of Mario and Zelda



Phoenix Wright

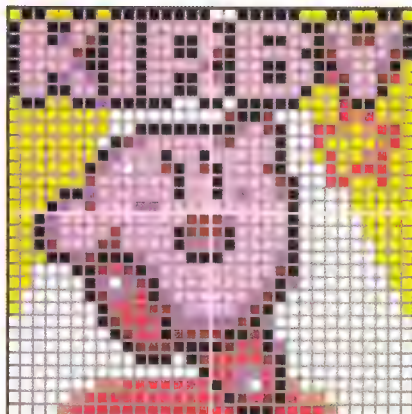
Ace Attorney



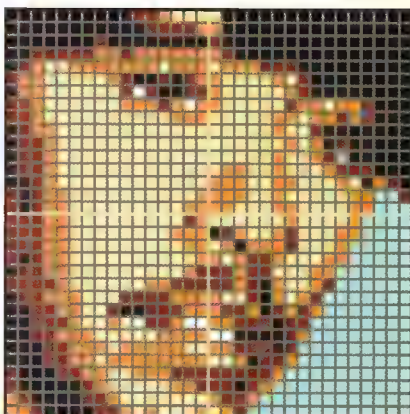
Burger King

Surreal Advertising Icon

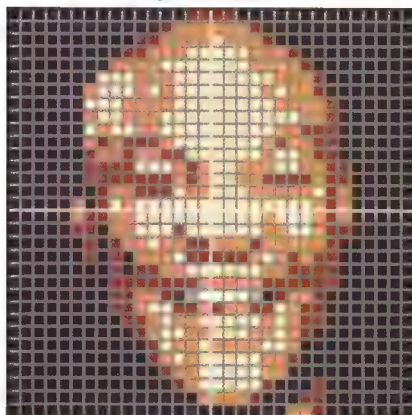




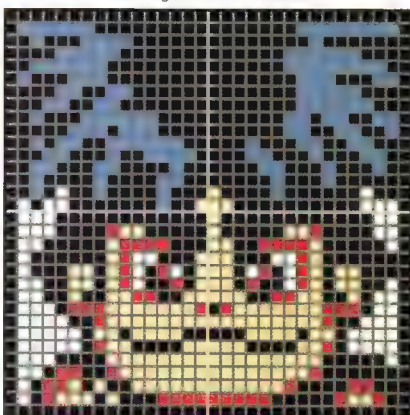
Kirby
A Big, Pink Marshmallow



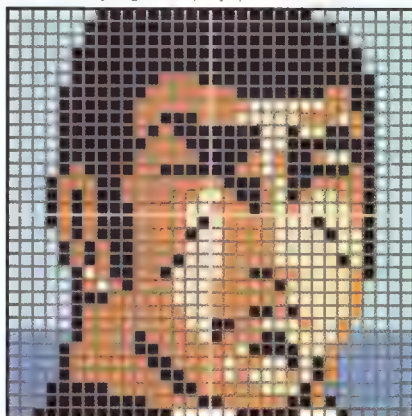
Pedro Sanchez
Preston High School Class President



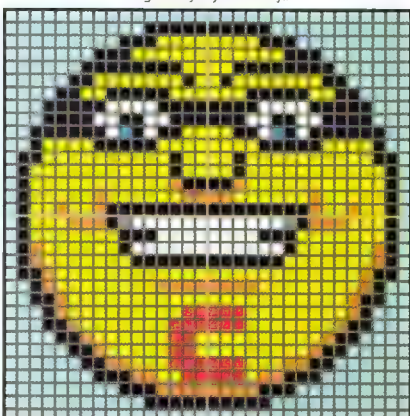
George Foreman
Heavyweight Champ/Olympic Gold Medalist



Goemon
Legendary Mystical Ninja



Duke Togo
a.k.a. Secret Agent Golgo 13



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The San Andreas Chronicle

Pat Reynolds, Editor

Welcome to *The San Andreas Chronicle*, a monthly column that follows Carl "CJ" Johnson's path through the state of San Andreas in Rockstar Games' *Grand Theft Auto: San Andreas*. We'll also bring you information on the many side missions, odd jobs and secrets you'll want to find as you play through the game. This month—you asked for it, you begged for it, it's the most frequently requested item in your letters to the *Chronicle*: a complete guide to the side business of importing and exporting exotic vehicles! How to unlock it, what it's all about, where to get the cars...it's all here. We don't have a whole lot of space for this column, so let's jump right in!

THE ULTIMATE GUIDE TO IMPORTING AND EXPORTING IN SAN ANDREAS

Did you ever wonder what George Costanza was talking about on that classic episode of *Seinfeld* when he described alter-ego Art Vandelay as an "importer/exporter"? Well, now you can find out what the world of importing and exporting is all about, right in the fictional state of San Andreas. This is actually where most of the "grand theft auto" in San Andreas happens, as you'll be stealing a variety of cars, trucks and motorcycles in order to make some quick cash. Here are some of the more common questions about importing and exporting that you might have, followed by lists of all of the vehicles you'll need to collect in order to finish this side business.

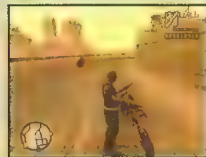
Q: How do I start exporting cars?



A: When you complete driving school in San Fierro, you'll get a call on your cell phone about Wang Cars being for sale. Go buy the business and you'll unlock a series of new, optional missions. Complete these missions and you'll be ready to start exporting. Go to the docks in Easter Bay and find the large

crane with the red circle on the ground beneath it. Look nearby for the big chalkboard with a list of vehicles written on it.

Q: Where do I find the vehicles?



A: The quick answer is "all over San Andreas." To complete all three lists of vehicles, you'll need to visit every corner of the map, hunt for remote parking lots and driveways or just have an eagle eye for spotting the rarest cars on the road. Check out the Export Lists section later in this column for details about

how to locate each vehicle. When you get into a vehicle that's wanted for export, a message will appear onscreen telling you that it's available for export.

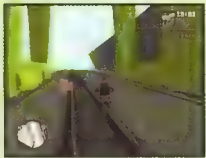
EXPORT LISTS

Here are the three lists of vehicles you'll need to export to complete the import/export side business. Keep in mind that the payout for each vehicle will decrease depending on its condition upon delivery. For the maximum amount, be sure to either bring your deliveries to the docks without a single dent, or visit the nearby Pay N Spray and fix up any damage caused on the road. The locations listed here are the easiest places to grab each vehicle in relation to the docks, although they may appear in other areas around the map.

Export List 1

Vehicle	Where to Find	Payout
Patriot	Easter Bay Chemicals parking area	\$40,000
Sanchez	Extremely common on the roads in country areas	\$8,000
Stretch	Common in Hashbury district of San Fierro	\$40,000
Feltzer	Common during the Valet side job	\$35,000
Remington	Common near Unity Station in Los Santos	\$30,000

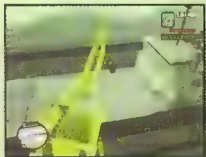
Q: I have a vehicle to export. What do I do now?



A: You need to get the vehicle back to the docks in San Fierro as carefully as possible. Avoid collisions or you'll need to seek out a Pay N Spray to patch up the vehicle in order to get top dollar for it. Drive near the big crane by the chalkboard and park the vehicle anywhere that's not close to walls or

other obstacles. Run over to the red circle on the ground beneath the crane to get inside. Alternatively, it is possible to drive the vehicle up onto the deck of the ship by using the ramp, but you risk dropping it into the water and losing the time it took to get the vehicle safely to the docks. It's better to use the crane.

Q: How do I use the crane to export the vehicle?



A: You need to pick up the vehicle with the magnet attached to the crane's cable. Maneuver the magnet above the vehicle and then lower it; the magnet will automatically grab hold. Now raise the vehicle up and swing the crane to the left, toward the ship moored at the docks. You'll see a red circle on the deck of the ship—you need to set the vehicle down on that circle to complete the export and get paid for your work!

Q: What about importing?



A: Each time you successfully export a vehicle, it will become available for you to import for a price. You can do this from the chalkboard near the crane. Choose the vehicle you want and it will appear on the docks nearby. As you bring in more and more vehicles to export, you'll unlock special vehicles for

importing. Check out the following export lists for more information on these vehicles.

Export List 1 continued

Vehicle	Where to Find	Payout
Buffalo	Catalina's Cabin near Blueberry	\$35,000
Sentinel	Common in Commerce district of Los Santos	\$35,000
Infernus	Paradisio district in San Fierro	\$95,000
Camper	Common in the country areas	\$26,000
Admiral	Common around Conference in Los Santos	\$35,000

Export List 2

Vehicle	Where to Find	Payout
Slamvan	El Corona area of Los Santos	\$19,000
Blista Compact	Doherty area of San Fierro	\$35,000
Stafford	Found parked in the Queens district of San Fierro	\$35,000
Sabre	Very common throughout San Andreas	\$19,000
FCR 900	Earn all silver medals on the driving school courses and one will appear in the parking lot there	\$10,000
Cheetah	Common in the Prickle Pine area	\$105,000
Rancher	Common in the country areas	\$40,000
Stallion	Common in the Juniper Hill district of San Fierro	\$19,000
Tanker	Common in the country areas	\$35,000
Comet	Can be found near the Avispa Country Club in San Fierro	\$35,000

Export List 3

Vehicle	Where to Find	Payout
Blade	Very common all over San Andreas	\$19,000
Freeway	Common in the country areas	\$10,000
Mesa	You can find one at the finish line of the Mount Chiliad Mountain Bike challenge	\$25,000
ZR 350	Parked along the strip in Las Venturas	\$45,000
Euros	Parked near the Sphinx on the strip in Las Venturas	\$35,000
Banshee	Common in Los Santos	\$45,000
Super GT	Parked in the driving school lot after you complete all of the courses	\$105,000
Journey	Common in the country areas	\$22,000
Huntley	Common in Prickle Pine in the desert	\$40,000
BF Injection	Common in the beach areas of Los Santos and San Fierro	\$15,000

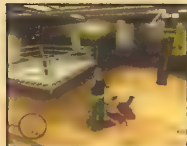
EXPORTS REWARDS LISTS

Here's a list of the special import vehicles you can get by completing the export charts.

Vehicle	Unlock Method	Cost
Monster	Bring in five vehicles from Export List 1	\$32,000
Windsor	Bring in all ten vehicles from Export List 1	\$28,000
Bandito	Bring in five vehicles from Export List 2	\$12,000
Turismo	Bring in all ten vehicles from Export List 2	\$76,000
Vortex	Bring in five vehicles from Export List 3	\$20,000
Bullet	Bring in all ten vehicles from Export List 3	\$84,000

the STRANGE WORLD of hidden interiors

There's been a lot of buzz in the *San Andreas* fan community about "hidden interiors"—areas of the game that aren't meant to be accessible, but can be entered through various, elaborate methods. These uncharted locales can lead to many different and strange places that aren't normally available in the game. Here are some starting instructions for finding a hidden interior. We'll have more information on this strange phenomenon in future editions of the *Chronicle*.



To get things started, you'll need to head to Ganton in Los Santos and visit the gym there. Wipe out the four guys inside the gym and then use the "Jetpack appears" cheat code to equip yourself with a jetpack (check the PS2 *Tips* or *Xbox Tips* section in the back of this magazine for the code) and stand on the yellow door marker.

Now use the jetpack to boost straight up. Strangely, the ceiling and the roof of the gym are gone, and you'll find yourself in the middle of a solid black landscape as far as you can see in all directions. Look around—there are some people walking below you, but there's no road or anything; they're trapped with CJ in the weird black void.



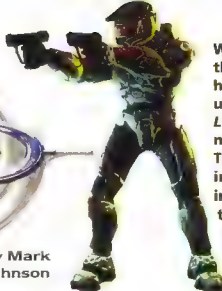
Land on the marker and you'll be instantly transported to the inside of the motel in Angel Pines! Use the jetpack again to fly straight up and you'll be engulfed in an endless blue landscape instead of black. Fly as high as you can go, and you'll find more entrances into various interiors throughout San Andreas!

What's the explanation for this strange, surreal world of isolated interiors? Simply put, this weird exploit in the game gives you access to the virtual reality "location" where Rockstar put all of the interiors in the game. Normally, when you're standing on the street and walk into a building, the game loads up the relevant interior from the game data and puts CJ there until you leave. By using this trick, you're going directly to the place where all of these interiors "exist" inside the game world, tucked out of sight until needed. Have fun exploring the world of hidden interiors!

HALO 2

INSIDER

by Mark Johnson



With the release of *Halo 2*, the most popular Xbox game has been given a massive upgrade, incorporating *Xbox Live* support for online multiplayer matches among other refinements. This monthly column will keep you informed with the latest goings-on in the *Halo 2* community, including trends, strategies, tricks, exploits and new discoveries...and of course, we'll also show you how to become a more lethal online combatant.

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HALO 2, YOUR WAY

OK, so you're tired of getting owned in Team Slayer for the 19th time in a single night, and you and your friends just want to have some fun. Or maybe your favorite Playlist isn't available over *Halo 2* matchmaking anymore. Well, folks, that's part of the beauty of the game that is *Halo 2*—you can always create your own custom game types. Developer Bungie saw fit to cram *Halo 2*'s multiplayer component chock full of customizable options, so there's always a new game ready to be played. This month we've scoured the world (through *Xbox Live*) to bring you a few of the best custom game types that you can set up. So try 'em out and see what you think...and send us any good ideas you have for custom game types. If we like what we play, we'll list them in a future edition of *Halo 2 Insider*.



Running Man



Master Chief, running at Ludicrous Speed.

Unfortunately, you can't include a psychopathic hockey player in custom games, so it's not exactly like the classic Schwarzenegger flick of the same name. (Maybe in *Halo 3*, Bungie?) In this rule set, the running man gets a speed boost, making him much

faster than your average Spartan. This speed boost also increases your jumping distance, so take advantage of these added skills—everyone else will be trying to kill you.

Variant of: Juggernaut

Match Options

Number of Rounds: 1 Round
Score to Win Round: 15 (or 25, for those bigger games)
Round Time Limit: None
Rounds Reset Map: On
Resolve Ties: On

Player Options

Max. Active Players: 16
Lives Per Round: Unlimited
Respawn Time: 5 Seconds

Suicide Penalty: 10 Seconds
Shield Type: Normal Shields
Motion Sensor: On
Active Camo: Off
Extra Damage: Off
Damage Resistance: Off

Team Options

Friendly Fire: On
Respawn Time Modifier: None
Betrayal Penalty: 15 Seconds

Juggernaut Options

Betrayal Point Loss: On
Juggernaut Extra Damage: On
Juggernaut Infinite Ammo: On
Juggernaut Overshield: Off
Juggernaut Active Camo: Off
Juggernaut Motion Sensor: Off
Juggernaut Movement: Fast
Juggernaut Damage Resistance: On

Vehicle Options

Vehicle Respawn Time: Map Default
Primary Light Vehicle: Ghost
Primary Secondary Vehicle: Ghost
Primary Heavy Vehicle: None
Banshee: Off
Primary Turret: Map Default
Secondary Turret: Map Default

Equipment Options

Starting Weapon: Shotgun
Secondary Weapon: Carbine
Starting Grenades: On
Weapons on Map: Map Default
Weapon Respawn: No Respawn
Grenades on Map: On
Overshields: Off
Active Camo: Off

Zombies

(a.k.a. Dawn of the Dead)



It's just one lowly zombie... for now.

One of the most famous custom game types, "Zombies" is a blast if you haven't played it yet, you are truly missing out on a great *Halo 2* experience. If you're playing this one online, it's best to do it in a private room so random players don't join in mid-game and kill everyone out of confusion.

Variant of: Slayer

Match Options

Number of Rounds: 1 Round
Score to Win Round: Unlimited
Round Time Limit: None
Rounds Reset Map: On
Resolve Ties: Off

Player Options

Max. Active Players: 16
Lives Per Round: Unlimited
Respawn Time: 5 Seconds
Suicide Penalty: 5 Seconds
Shield Type: No Shields
Motion Sensor: Off
Active Camo: Off
Extra Damage: Off
Damage Resistance: Off

Team Options

Team Play: On
Team Scoring: Sum
Team Changing: On
Friendly Fire: Off
Respawn Time Modifier: None
Betrayal Penalty: 10 Seconds
Force Even Teams: Off

Slayer Options

Bonus Points: Off
Suicide Loss: Off
Death Point Loss: Off

Vehicle Options

Vehicle Respawn Time: No Respawn
Primary Light Vehicle: Warthog
Primary Secondary Vehicle: Warthog
Primary Heavy Vehicle: None
Banshee: Off
Primary Turret: None
Secondary Turret: None

Equipment Options

Starting Weapon: Shotgun
Secondary Weapon: Energy Sword
Starting Grenades: Off
Weapons on Map: Shotguns
Weapon Respawn: Map Default
Grenades on Map: Off
Overshields: Off
Active Camo: Off

This one takes a little explaining. You start the match with two teams, pink and brown. The pink team is Team Human, and the brown team is Team Zombie. Everyone starts on Team Human except for one player, who is the zombie. The humans can only use the Shotgun, while the zombie can only use the Energy Sword. Some folks prefer to have the humans use Magnums, with Shotguns on the map, which works well too. Whenever a human is killed by a zombie, he or she must press **START**, choose "switch teams" and go brown to join Team Zombie. The last human standing is the winner of the match, and the next round begins with that player starting as the Zombie. Zombies can moan and grunt into their headsets for added authenticity.

Counter-Strike



Getting that bomb into the enemy base is tough!

If you want to put a dash of Tom Clancy in your game, then this variant is for you. Based on the famous *Half-Life* mod of the same name, this set of rules makes for a more tactical experience than

your ordinary game of Assault. You only have one life to live in this game type, so live it well!

Variant of: Assault

Match Options

Number of Rounds: First to 3
Score to Win Round: 1
Round Time Limit: 10 Minutes
Rounds Reset Map: Off
Resolve Ties: Off

Player Options

Max. Active Players: 162
Lives Per Round: 1
Shield Type: No Shields
Motion Sensor: Off
Active Camo: Off
Extra Damage: Off
Damage Resistance: On

Team Options

Team Changing: Off
Friendly Fire: On
Respawn Time Modifier: None
Betrayal Penalty: None
Force Even Teams: Off

Assault Options

Bomb Type: Single Bomb
Enemy Bomb Indicator: Off
Sudden Death: On
Bomb Touch Return: Off
Bomb Reset Time: 60 Seconds
Bomb Arm Time: 15 Seconds
Sticky Arming: On
Slow With Bomb: Off
Bomb Hit Damage: Normal
Damage Resistance: Off
Active Camo: Off
Vehicle Operation: Off

Vehicle Options

Vehicle Respawn Time: No Respawn
Primary Light Vehicle: Warthog
Primary Secondary Vehicle: Warthog
Primary Heavy Vehicle: None
Banshee: Off
Primary Turret: Large Machine Gun
Secondary Turret: None

Equipment Options

Starting Weapon: Battle Rifle
Secondary Weapon: Magnum
Starting Grenades: Off
Weapons on Map: Human
Weapon Respawn: No Respawn
Grenades on Map: On
Overshields: Off
Active Camo: Off

Elite Snipers



Learn how to snipe... and how to run away!

You haven't really played a sniper match until you've played this one. Nerve-wracking fun, and a great way to improve your snip-

ing skills. With no shields, the kills come quick, so make sure you stay sharp and aim true.

Variant of: Slayer

Match Options

Number of Rounds: 1 Round
Score to Win Round: 100
Round Time Limit: None
Rounds Reset Map: On
Resolve Ties: On

Player Options

Max. Active Players: 16
Lives Per Round: Unlimited
Respawn Time: 5 Seconds
Suicide Penalty: 5 Seconds
Shield Type: No Shields

Motion Sensor: Off
Active Camo: Off
Extra Damage: Off
Damage Resistance: Off

Team Options

Team Play: On
Team Scoring: Sum
Team Changing: Off
Friendly Fire: On
Respawn Time Modifier: None
Betrayal Penalty: 15 Seconds
Force Even Teams: Off

Slayer Options

Bonus Points: Off
Suicide Loss: Off
Death Point Loss: Off

Vehicle Options

Vehicle Respawn Time: No Respawn
Primary Light Vehicle: None
Primary Secondary Vehicle: None
Primary Heavy Vehicle: None
Banshee: Off
Primary Turret: None
Secondary Turret: None

Equipment Options

Starting Weapon: Sniper Rifle
Secondary Weapon: Carbine
Starting Grenades: Off
Weapons on Map: Sniping
Weapon Respawn: Map Default
Grenades on Map: Off
Overshields: Off
Active Camo: Off

There you go, folks! Four shiny custom game types for you to try out with your friends the next time you play *Halo 2*. And if you've devised a particularly awesome set of rules that we haven't listed here, let us know so we can share it with the world! Maybe you'll be famous.



SGT. JOHNSON'S FOXHOLE

Here in The Foxhole, I'll tell you everything you need to know, but are too lazy to figure out! Statistics, strategies and anything else that a wet-behind-the-ears private needs to be the best. Kit up and move out, soldier—it's training time!

We like the guns that go boom. And man, does the M19 Spnkr go boom! This is one of *Halo 2*'s mighty power weapons, and many battles will be fought over which team is going to dominate with it. Extremely lethal to on-foot warriors, this weapon also has the added bonus of being able to obliterate any vehicles that the opposition fields against you. Know the location of the Rocket Launcher on every multiplayer map and make it a top priority for your team (or yourself) to lock this weapon down.

SMG



Specs

Ammo Type: 102mm Shaped-Charge Rockets
Clip Size: 62 (maxes out at 8 rockets, or 4 clips)
Firing Mode: Semi-Automatic
Dual-Wield: No
Reload Speed: 3.7 Seconds
Melee Speed: 1.2 Seconds
Melee Hits with Shields: 3
Melee Hits without Shields: 1
Melee Hits with Overshields: 5
Scope: 2X
Range: Very Long
Accuracy: Very High

Shots Required

Head Shots: 1
Body Shots: 1
Head Shots with Overshield: 2
Body Shots with Overshield: 2
These numbers are based on an opponent with full shields at the time of engagement.

Strengths

Say "hooray" for splash damage. Even when you miss with the Rocket Launcher, you hurt your target due to the exploding rockets' radial damage. So if you aren't going to bury that rocket in your enemy's chest, aim for the feet; at the very least, you'll take out their shields with the splash. This weapon is also your main anti-vehicle gun, and it excels at stopping Warthogs and Banshees from dominating the map. When you target an enemy vehicle, your reticule will turn red. Hold

down the trigger button until the four pips close, then let go to send forth your homing rocket. Massive destruction and heat-seeking abilities make for a lethal combination.

Weaknesses

The Rocket Launcher is slow. It reloads slowly, it's rockets travel slow, it connects with a melee hit slowly—it's just slow. So always carry a faster, in-close weapon around with you as backup. Do not fire this weapon as your main instrument of death. And that splash damage, which can be so helpful, is also dangerous. Do not fire this weapon at point-blank range, or even very close range. You may kill your enemy, but you will surely die in the resulting explosion, losing a kill AND giving up control of the Rocket Launcher.

The M19 is a very powerful weapon, but it's also a very specialized weapon. In team games with vehicles, the team that has the Rocket Launcher is the team that wins. It can instantly hamstring your opposition's ability to move around the map, letting you control the flow of the battle. A Warthog with a Launcher-wielding passenger is a scary thing to enemy drivers. Don't forget to lock on when bringing this powerful weapon to bear against the opposing team's vehicles. In single-player games, or games without vehicles, it's more about keeping the Rocket Launcher from the other team than using it to rack up kills. While it is certainly handy in bringing about the death of that player who's trying his hardest to kill you, don't discard this gun if you run out of ammo for it. If you keep it in your secondary slot, it won't respawn, denying the other team a chance to use its powerful ammo against you.

SELECT GAME PREVIEWS

The purpose of *Select Game Previews* is to show you a select group of new and upcoming

games so YOU can influence the contents of *TIPS & TRICKS*. Take a look and see what interests you, then write down the names of the games you plan to buy or rent and mail them to *TIPS & TRICKS Select Game Previews*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. We'll total up your votes and use the results to determine which strategy guides we'll be featuring in upcoming issues of *TIPS & TRICKS*.



ME AND MY KATAMARI

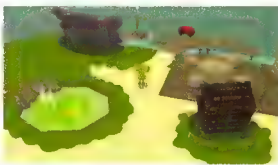
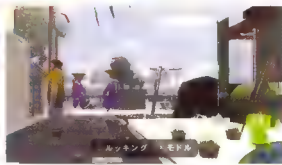
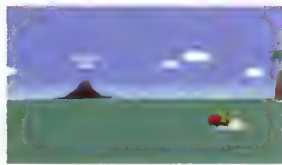
Publisher: Namco

In Stores: 2006



TIPS & TRICKS may have been the first American game magazine to talk about the original *Katamari Damacy*; we featured a preview of the game in our Japan Report column way back in November of 2003, months before it was even released in Japan. Even without having played it, we could sense that the concept of pushing a sticky ball around and rolling up ever-increasing layers of stuff would make an irresistible premise for a video game...and when we finally got our hands on a copy, it didn't disappoint.

While the game (and its equally entertaining sequel, *We Love Katamari*) did not sell quite as many copies as *Grand Theft Auto* or *Halo*, it has had a profound influence on other game designers, challenging and encouraging them to think about simple



gameplay concepts which can be immediately understood by non-gamers, and yet still have enough depth to engage hardcore players. They say that all of the great songs have already been written...so it was comforting to learn that there are still great game concepts in the ether, waiting to be discovered.

Instead of simply converting one of the existing games for the PSP, Namco has announced that *Me and My Katamari* will be a true sequel with all-new elements. The premise involves the King of All Cosmos taking the royal family on a vacation to a tropical island, where they discover many animals that have been rendered homeless. The King takes it upon himself to do something about the problem, and of course the Prince and his katamari are dispatched to roll up enough materials to create new islands for the homeless animals to occupy. The game will also include some new characters and character customization options, but the most important new feature is undoubtedly the wireless multiplayer action, which allows up to four people to participate.



FULL AUTO

Publisher: Sega

In Stores: February



Also On: PS3

Jump into a car, load up on weapons, take to the streets and destroy anything that gets in your way with *Full Auto*. Designed exclusively for the Xbox 360, *Full Auto* features something never seen before in a racing game: the ability to rewind time and correct mistakes. Known as Unwreck, this ability allows you to correct botched turns, car wrecks and even missed shortcuts. Online functionality is included, with the ability to take on other players

FULL AUTO



through Xbox Live, in a variety of matches including racing and arena matches where the last one standing wins.



TOURIST TROPHY

Publisher: Sony

In Stores: 2nd Quarter 2006



The company behind the world's best-selling racing franchise (that's *Gran Turismo* for anyone keeping score) is making the move from four wheels to two with *Tourist Trophy*. You'll find a garage packed with more than 80 licensed motorcycles from the likes of Ducati, Honda, Kawasaki and Triumph. One of the features that makes the *Gran Turismo* series so popular is the implementation of realistic physics for each individual car, but just because things are now on two wheels doesn't mean you won't get the same unique and distinctive feel from each bike. In addition to a huge selection of motorcycles, you'll also find 35 international courses, each with diverse challenges.



Tourist Trophy



PAC-MAN WORLD RALLY

Publisher: Namco

In Stores: 3rd Quarter 2006

Also On: PS2 • GameCube • PSP

Namco recently released several new screen shots of *Pac-Man World Rally* showcasing the big yellow sphere's arch-nemesis: Toc-Man. One of 14 playable characters, Toc-Man and his kart are both Frankensteinian monstrosities of cobbled-together parts; built for power instead of speed. Toc-Man was originally created as a yellow robotic suit by a drab, gray ghost named Orson, who was shunned by more colorful ghosts, hoping to gain their approval. After briefly disappearing from the public eye, Toc-Man's back for some kart racing action. But is Orson still inside, or is Toc-Man really...alive? Dun dun DUN!



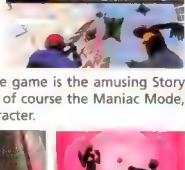
THE RUB RABBITS!

Publisher: Sega

In Stores: February



Not content to stop with the manic shenanigans of the lovestruck hero in *Feel the Magic: XYXX*, the mini-game challenges continue in *The Rub Rabbits!* Utilizing the touch screen and microphone to comedic effect, *The Rub Rabbits!* is filled with mini-games that require you to tap, rub, scream and blow while trying to get the girl that 12 other guys are also after—much like in real life. Fun new modes include Hullabaloo, a finger-form of *Twister*, multiplayer with four friends and a time attack mode. The meat of the game is the amusing Story Mode, which has 35 chapters, and of course the Maniac Mode, where you can customize your character.





SHADOW HEARTS: FROM THE NEW WORLD

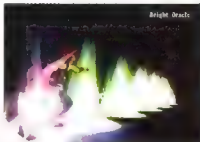
Publisher: XSeed Games

In Stores: March



SHADOW HEARTS
FROM THE NEW WORLD

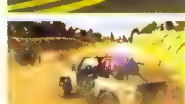
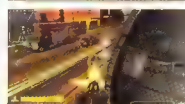
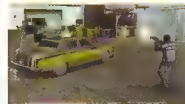
The latest *Shadow Hearts* adventure takes place in real world locations such as Chicago, the Grand Canyon, Las Vegas and New York during the Great Depression. Detective Johnny Garland is drawn into a larger mystery when the criminal suspect he's chasing is suddenly eaten by a monster that appears out of nowhere. Shania is a bounty hunter who is searching for the "windows" where these monsters appear, determined to destroy them. The two join forces as they travel the States, and more characters join in along the way. The Judgment Ring battle system is back with enhancements; now characters can use the "Stock System" to perform "Combo" (attack with another character) or "Double" (attack twice in one turn) commands.



PURSUIT FORCE

Publisher: Sony

In Stores: March



Sick of queues? *Pursuit Force* is a PSP-exclusive original game that pits the eponymous special police unit against five criminal gangs: Convicts (escaped prisoners on the run), Vixens (sexy female thieves), Warlords (mercenaries trying to bust their friends out of the joint), Capellis (a crime family) and Killer 66 (a gang at war with the Capellis). During pursuits you can jump from moving vehicles as you try to catch up with your target. There are more than 10 kinds of weapons, including machine guns, shotguns and some heavy artillery. Whenever you collar a criminal without resorting to lawlessness yourself, a Justice Bar meter increases, and using a full meter gives you special powers like slow motion, health restoration and vehicle repair.



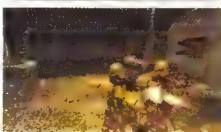
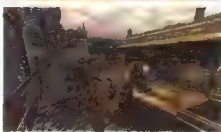
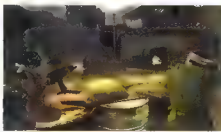
FULL SPECTRUM WARRIOR: TEN HAMMERS

Publisher: THQ

In Stores: March

Also On: PS2

The subtitle of this follow-up to the critically-acclaimed *Full Spectrum Warrior* refers to a bridge that needs to be secured by the coalition forces you're controlling. As you play through four chapters of the story, you see the situation unfold from multiple perspectives. This is squad-based combat set inside an urban landscape, with the player as the squad leader issuing commands to multiple four-man infantry squads. One of the game's coolest features



FULL SPECTRUM WARRIOR
TEN HAMMERS



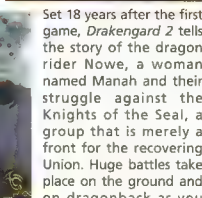
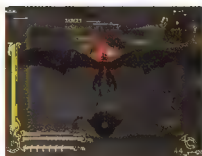
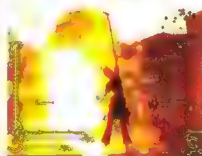
is the ability to record a replay of a mission and post it online; anyone can then check it out, pause it and jump in themselves to play it their own way.



DRAKENGARD 2

Publisher: Ubisoft

In Stores: March



Set 18 years after the first game, *Drakengard 2* tells the story of the dragon rider Nowe, a woman named Manah and their struggle against the Knights of the Seal, a group that is merely a front for the recovering Union. Huge battles take place on the ground and on dragonback as you wing across the sky. A new combo system makes the ground combat and boss battles more exciting, and the RPG elements have been enhanced, making information gathering and upgrading more vital. The storyline in the first game was so incredibly screwed up, it's amazing that it didn't receive more attention from parental watchdog groups; we're looking forward to even more crazy plots in the sequel.



DS

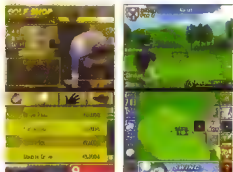
TRUE SWING GOLF

Publisher: Nintendo

In Stores: February



True Swing Golf is a realistic golfing simulator for the Nintendo DS that supports up to four players in a DS local area network, even if only one person owns the game. The controls on the swing are as close to swinging an actual golf club as it can get on a miniaturized console; just arc the stylus the way you would the club, and the ball will realistically respond. Slice and hook shots are possible, and of course there are many things you can unlock by performing well in tournaments, such as better gear and new courses. There are eight playable characters (four male and four female) with differing personalities and skill sets.



PS2

TALES OF LEGENDIA

Publisher: Namco

In Stores: February



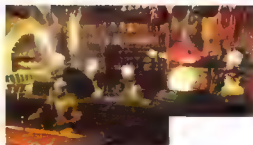
The popular *Tales of...* series continues. The fighting system in *Tales of Legendia* uses the *Soul Calibur* engine, making it perfect for players fighting incredibly large boss enemies. In fact, the battles in this game are more similar to a fighting game than a role-playing one. Namco is using a new "Crossover Linear Motion Battle System" called X-LIMBS for the game's epic battles. Main character Senel Coolidge and his sister Shirley are adrift at sea when an island suddenly appears and capsizes their small vessel; when they awake ashore, they realize the "island" is actually a ship called Legacy. The character design is by the talented artist Kazuto Nakazawa, who directed the anime sequence in the movie *Kill Bill Vol. 1*.

PSP

MONSTER HUNTER FREEDOM

Publisher: Capcom

In Stores: 1st Quarter 2006



Monster Hunter Freedom is the first PSP game in the series; the first two were *Monster Hunter* and *Monster Hunter G* (released in Japan only) for the PS2.

Both games emphasized online play. *Monster Hunter Freedom*, by contrast, offers a more robust single-player experience, although it supports ad hoc multiplayer for up to four people. After selecting and customizing a character, you take him/her out into the field to try various challenges, like stealing eggs from dragons. *Monster Hunters* use all the parts of their defeated quarry; downed foes yield food, weapons (made from their bones) and decorations. When you're not out hunting, there's a large house area where you can fish, tend a garden or even read useful tips magazines. (!)



PS2

MS SAGA: A NEW DAWN

Publisher: Bandai

In Stores: February



Bandai had announced last summer that it would be making a mech-based role-playing game, slyly omitting the fact that it these mechs would in fact be mobile suits, as in *Mobile Suit Gundam*. Some additional screen shots of the English version of the game have finally been released. There are 39 customizable mobile suits at your disposal, more than 260 parts to mix and match and more than 300 types of enemies. Fans of the anime can expect to see mobile suits from *Mobile Suit Gundam*, *G Gundam* and the *Gundam Wing* series; fans of *Street Fighter* might notice that the character designs are by Akira Yasuda.





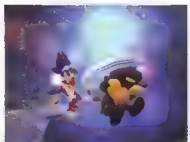
APE ESCAPE 3

Publisher: Sony

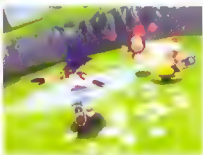
Available Now



The new master plan of recurring Ape Escape villain Specter is to broadcast mind-clouding television entertainment to confuse the masses. Kei and his sister Yumi have to dash through TV studios and capture all the monkeys before their shows get on the air and traumatize us all (although it's hard to believe the monkeys could come up with anything outrageous enough to shock a generation weaned on *Jackass*, *Punk'd* and *Fear Factor*.) On top of the usual gadgets (Time



Net, Hula Hoop and Radar), Kei and Yumi can morph into different forms, like a Western Kid, Ninja or Kung Fu Master. Sony also worked with Konami to add a touch of humor to the game with a special mode that parodies the *Metal Gear Solid* series.



STREET FIGHTER ALPHA 3 MAX

Publisher: Capcom

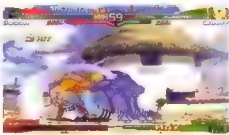
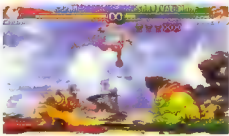
In Stores: February



Street Fighter makes its debut on the PSP! *Alpha 3 Max* brings new content to the series, including wireless support and new game modes such as Variable Battle Mode, which allows you to participate in real-time tag team fights. There are over 30 characters rounding



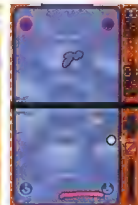
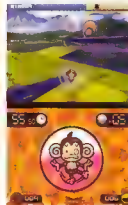
out the roster now; Yun, Maki, Eagle and Ingrid have been added from both *Capcom vs. SNK 2* and *Capcom Fighting Evolution* and each has his or her own specific original storyline. Ad-hoc wireless support allows you to fight against a single opponent in Versus Mode, or battle it out with seven other players, round-robin tournament-style in League Battle Mode.



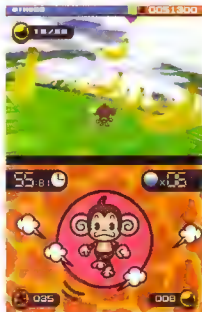
SUPER MONKEY BALL: TOUCH AND ROLL

Publisher: Sega

In Stores: March



After appearing on the PS2, GameCube and Xbox as well as the Game Boy Advance, it's not surprising that AiAi and friends have made the jump to dual-screen action. The gameplay isn't really any different than previous games in the series, but the controls are. With *Touch and Roll*, you use the stylus on the lower screen to change the pitch, tilt and direction of the platform your monkey is on. It's not exactly a revolutionary feature, but it does put a new spin on the *Super Monkey Ball* franchise. You'll find single player and multiplayer modes, as well as party games that simulate the multiplayer experience for lonesome gamers.



SAMURAI CHAMPLOO: SLASH THROUGH

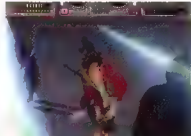
Publisher: Bandai

In Stores: 2006



You know how Japanese anime series almost always get saddled with cheesy rap theme songs when American production companies bring them to U.S. TV? *Samurai Champloo* isn't quite like that; the hip-hop slant of its soundtrack and visual aesthetic is an integral part

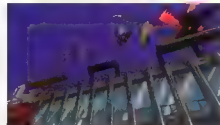
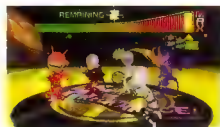
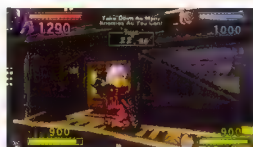
of the original vision of its creators, who wanted to put a unique and contemporary spin on traditional samurai storytelling. The PS2 game takes that unusual synergy several steps further by incorporating musical figures into the game's combat system. Players collect music tracks representing different linked attacks that they can perform, when you engage in swordplay, your combos are also stringing musical themes together.



VIEWTIFUL JOE: RED HOT RUMBLE

Publisher: Capcom

In Stores: March



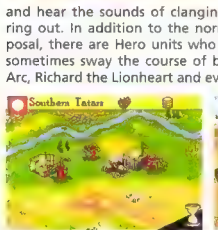
Also On: GameCUBE Henshin-a-go-go! Catchy phrases, signature poses and extreme close-ups during crazy stunt scenes are all par for the course in the *Viewtiful Joe* series, and its first introduction onto the PSP format is no exception. This time, instead of using the VFX special effects to combat evil in style, they're used to show up the competition—your fellow auditioners who are also vying for the lead role in Captain Blue's next movie. The GameCUBE edition of this game was released in November, but that doesn't mean the PSP version doesn't have anything new to offer. Exclusive to the PSP are Dante (the hero from *Devil May Cry*), a single-player Trial Mode and a game-sharing interface where even a player with just one disc can play multiplayer (although this is limited to specific stages and characters).

PS

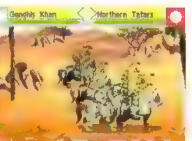
AGE OF EMPIRES: THE AGE OF KINGS

Publisher: Majesco

In Stores: 1st Quarter 2006



This new strategy game for the DS is based on the best-selling PC title *Age of Empires II: The Age of Kings*. You take command of one of five available civilizations, leading them into battle and through the changing times (Dark Ages to the Middle Ages). Instead of real-time battle, the DS version uses a turn-based system, and a "Combat Advisor" has been added to give friendly advice regarding strategies to use in specific campaigns. Whenever a unit attacks, you'll see them charge on the top screen and hear the sounds of clanging swords and other weapons ring out. In addition to the normal combat units at your disposal, there are Hero units who can wield special powers and sometimes sway the course of battle. Heroes include Joan of Arc, Richard the Lionheart and even Robin Hood!



CAPCOM CLASSICS COLLECTION REMIXED

Publisher: Capcom

In Stores: March



Capcom Classics Collection Remixed features 20 Capcom arcade games such as *Street Fighter*, *Varth*, *Strider*, *Three Wonders*, *Magic Sword*, *Captain Commando* and several other games that were not included in the console release. Multiplayer games are available via the PSP's ad hoc wireless mode, so you can team up with a friend for some one-on-one or cooperative play. Bonus content is also included, such as original artwork for the games and remixed music. Other features include the ability to download music to the memory stick, customize the controls and screen ratio to your own preference and transfer high scores to your buddy's PSP through multiplayer games.

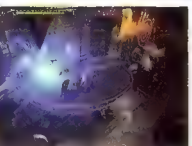


PS2

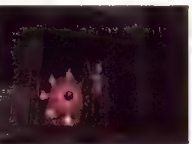
DEVIL MAY CRY 3: DANTE'S AWAKENING

Publisher: Capcom

Available Now



If you've always wanted to know what it's like to be a demon but were afraid to ask, Capcom gives you the answer—and more—with *Devil May Cry 3: Special Edition*. This fancified version of the game contains several new features, including new gameplay modes, a new Very Hard difficulty and a Turbo Option that boosts the game speed by 20%. The coolest new addition to the game is the opportunity to play as Dante's loving brother, Vergil. You'll quickly realize that Verg isn't just Dante in a blue suit; he has a completely different control scheme and unique attack styles. Of course, Capcom isn't just handing Vergil to you on a silver platter. You'll actually have to finish the game as Dante or have a *Devil May Cry 3* save already on your memory card.

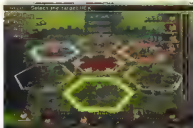
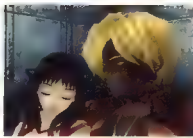




WILD ARMS 4

Publisher: XSeed Games

Available Now



Wild Arms 4 is not to be confused with *Wild Arms: After Code F*, which also came out recently. The latter game was a remake of the original *Wild Arms*, a PlayStation title that had the unique honor of being one of the only decent RPGs released for that system before *Final Fantasy VII* exploded onto the scene.

Wild Arms 4 is a true sequel that combines western, fantasy and science fiction themes into a unique blend. In *WA4*, four teenagers work together to fight invaders who destroy the floating sphere city of Ciel. The new HEX battle system adds depth and strategy to the turn-based format, and actions on the field include jumping and even accelerating time.

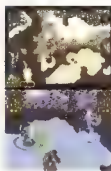
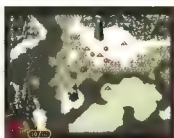


MAGE KNIGHT: DESTINY'S SOLDIER

Publisher: Namco

In Stores: 2nd Quarter 2006

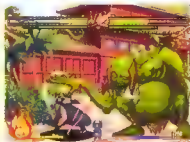
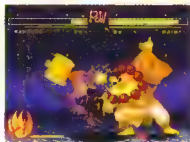
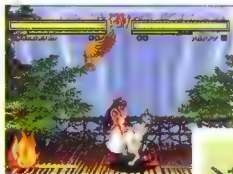
Mage Knight is a tabletop game by WizKid Games that uses collectible miniatures; *Mage Knight: Destiny's Soldier*, is a turn-based strategy game based on the tabletop one. Anyone who's ever played a tabletop game involving actual figures can tell you it's a timesucking and addictive pastime that can become rather expensive if you go all out. The world is in upheaval as warring factions decimate each other's armies, while a new menace, the Solonavi, threatens them all. A retired soldier must unite the war-torn land and lead a group of warriors against the Solonavi. Using the DS touch screen, you can select and deploy units, issue commands and even roll dice; it's a good translation of the tabletop game, and easy to pick up if you're new to the *Mage Knight* world.



SAMURAI SHODOWN V

Publisher: SNK

Available Now



The last game to be released for both the arcade and home versions of the NeoGeo hardware, *Samurai Spirits V Special* was an upgraded version of *Samurai Spirits V* with some additional characters and graphic changes. *Samurai Shodown V* appears to be an Xbox conversion of that final game, but it has some additional tweaks that are exclusive

to the Xbox, including Xbox Live support with tournament options and new combo moves. Some of the characters in this 2-D one-on-one fighting game were designed by Nobuhiro Wazuki, the manga artist best known as the creator of *Rurani Kenshin*.



PINBALL HALL OF FAME

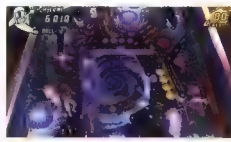
Publisher: Crave

Available Now



Originally released for the PS2, GameCube and Xbox, *Pinball Hall of Fame* renders 11 classic pinball machines in virtual, playable form with impeccably realistic physics and attention to detail. All of the machines represented were created in real life by D. Gottlieb & Co., a pioneering pinball manufacturer which was founded in 1927 and actually developed the first pinball machine to use flippers (1947's *Humpty Dumpty*).

We hope this PSP title sells well, because it might encourage Crave and developer Farsight Studios to follow up with more *Pinball Hall of Fame* editions featuring the works of other pinball makers like Chicago Coin/Stern Electronics or even Atari.





Upcoming Games

All Release Dates Subject to Change

FEBRUARY

24. The Game (2K Games) PS2
 25 to Life (Eidos) PS2 XB
 50-Cent: Bulletproof (Vlnd: Universal) PSP
 Advent Shadow (Majesco) PSP
 And 1 StreetBall (Ubisoft) PS2 XB
 Ape Escape Academy (Sony) PSP
 Arena Football (EA Sports) XB
 Black (EA) PS2 XB
 Bounty Hounds (Namco) PSP
 Chibi Robo (Nintendo) GC
 Curious George (Namco) PS2 XB · GC · DS · GBA
 Daxter (Sony) PSP
 Def Jam: Fight for N.Y. (EA) PSP
 Drill Dozer (Nintendo) GBA
 EyeToy: Chat (Sony) PS2
 Field Commander (Sony) PSP
 Frame City Killer (Namco) 360
 Free Running (Eidos) PSP
 Full Auto (Sega) 360
 Grandia III (Square Enix) PS2
 Greg Hastings' Tournament Paintball MAX'd (Activision) PS2 · GC · PSP
 History Channel: American Civil War (Activision) PS2 XB
 Jaws Unleashed (Majesco) PS2 XB
 Juka and the Monophonic Menace (Orbital) GBA
 The King of Fighters: NeoWave (SNK) PS2 XB
 Mega Man Anniversary Collection (Capcom) GBA
 Mortal Kombat: Deception Unchained (Midway) PSP
 MS Saga: A New Dawn (Bandai) PS2
 MVP '06 NCAA Baseball (EA Sports) PS2 XB
 Neopets Petpet Adventures: The Wand of Wishing (Sony) PSP
 Phantasy Star Universe (Sega) PS2
 Resonance (Xpact) XB
 Richard Burns Rally (Ignition) XB
 The Rub Rabbitt! (Sega) DS
 Saint's Row (THQ) 360
 Samurai Warriors: State of War (Koei) PSP
 Sandlot Baseball (Vivendi Universal) XB
 Scurge: Hive (Orbital) DS GBA
 Snow (2K Games) XB
 SpongeBob SquarePants: The Yellow Avenger (THQ) PS2
 Stargate SG-1: The Alliance (Namco) XB
 State of Emergency 2 (SouthPeak) PS2
 Street Fighter Alpha 3 MAX (Capcom) PSP
 Super Princess Peach (Nintendo) DS
 Suikoden V (Konami) PS2
 Tales of Legendia (Namco) PS2
 Tamagotchi Connection: Corner Shop (Bandai) DS
 Teen Titans (Majesco) PS2
 TOCA Race Driver 2 (Codemasters) PSP
 TOCA Race Driver 3 (Codemasters) PS2 XB
 Tom Clancy's Ghost Recon: Advanced Warfighter (Ubisoft) PS2 · XB · GC · 360
 True Swing Golf (Nintendo) DS
 Ultimate Brain Games (Telegames) DS
 Ultimate Card Games (Telegames) DS
 Untold Legends: The Warrior's Code (Sony) PSP
 W.I.T.C.H. (Disney) GBA
 Winback 2: Project Poseidon (Koei) PS2 XB
 World Soccer Winning Eleven 9 (Konami) PS2 XB · PSP

MARCH

Age of Empires: The Age of Kings (Majesco) DS
 Bad Day L.A. (Enlight) XB
 Beatmania (Konami) PS2
 Blazing Angels: Squadrons of WWII (Ubisoft) XB
 Boktai (Konami) DS
 Burnout: Revenge (EA) 360
 Capcom Classics Collection Remixed (Capcom) PSP
 Commandos: Strike Force (Eidos) PS2 XB
 The Darkness (Majesco) 360
 Def Jam (EA) 360
 Demonik (Majesco) 360
 Dirge of Cerberus: Final Fantasy VII (Square Enix) PS2
 Drakengard 2 (Ubisoft) PS2
 Fight Night: Round 3 (EA) 360
 From Russia With Love (EA) PSP
 Full Spectrum Warrior: Ten Hammers (THQ) PS2 XB
 The Godfather (EA) PS2 XB 360 PSP
 Kingdom Hearts II (Square Enix) PS2

Major League Baseball 2K6 (2K Sports) PS2 XB · GC 360 · PSP
 Metal Gear Solid 3: Subsistence (Konami) PS2
 Metrod Prime: Hunters (Nintendo) DS
 MLB '06: The Show (Sony) PS2 · PSP
 Monster Hunter Freedom (Capcom) PSP
 MX vs. ATV Unleashed (THQ) PSP
 Naruto: Clash of Ninja (D3) GC
 Naruto: Ninja Council (D3) GBA
 NFL Head Coach (EA Sports) PS2 XB
 Odama (Nintendo) GC
 Okami (Capcom) PS2
 Onimusha: Dawn of Dreams (Capcom) PS2
 OutRun 2006: Coast 2 Coast (Sega) PS2 · PSP
 Pursuit Force (Sony) PSP
 Puzzle Challenge: Crosswords and More! (Crave) PS2 · PSP
 Prey (2K Games) 360
 River King: A Wonderful Journey (Natsume) PS2
 Scarface: The World is Yours (Vivendi Universal) PS2 XB
 Shadow Hearts: From the New World (KSeed) PS2
 Super Monkey Ball: Touch and Roll (Sega) DS
 Tales of Phantasia (Nintendo) GBA
 Test Drive: Unlimited (Atari) 360
 TimeShift (Atari) XB
 Tom Clancy's Splinter Cell 4 (Ubisoft) PS2 XB · GC 360
 Tomb Raider: Legend (Eidos) PS2 · XB 360
 Ultimate Pocket Games (Telegames) GBA
 Viewtiful Joe: Red Hot Rumble (Capcom) PSP
 World Poker Tour (2K Sports) PSP

END QUARTER 2006

Atelier Iris 2 (Atlus) PS2
 Gears of War (Microsoft) 360
 Hitman: Blood Money (Eidos) PS2 · XB
 Mage Knight: Destiny's Soldier (Namco) DS
 NBA Ballers: Phenom (Midway) PS2 XB
 Tourist Trophy (Sony) PS2

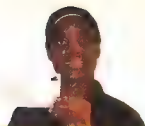
POSSIBLE IN 2006

Ace Combat Zero: The Belkan War (Namco) PS2
 Battletations: Midway (THQ) PS2
 Black & White Creatures (Majesco) PS2 · PSP
 Bully (Rockstar) PS2 XB
 Cabbage Patch Kids (D3) GBA
 Chromehounds (Sega) 360
 Cowboy Bebop (Bandai) PS2
 Crisis Core: Final Fantasy VII (Square Enix) PS2
 Dance Factory (Codemasters) PS2
 Dead Rising (Capcom) 360
 Fatal Inertia (Koei) PS3
 Fear & Respect (Midway) 360 PS3
 Final Fantasy III (Nintendo) DS
 Final Fantasy V (Nintendo) GBA
 Final Fantasy VI (Nintendo) GBA
 Final Fantasy XII (Square Enix) PS2
 Front Mission Online (Square Enix) PS2
 Gran Turismo (Sony) PSP
 Halo 3 (Microsoft) 360
 The Legend of Zelda: Twilight Princess (Nintendo) GC
 Lost Planet (Capcom) 360
 Me and My Katamari (Namco) PSP
 Mega Man: Maverick Hunter X (Capcom) PSP
 Mega Man: Powered Up (Capcom) PSP
 Metal Gear Solid 4: Guns of the Patriots (Konami) PS3
 Metal Saga (Atlus) PS2
 New Super Mario Bros. (Nintendo) DS
 Pac-Man World Rally (Namco) PS2 · XB · GC · PSP
 Pirates of the Caribbean: The Legend of Jack Sparrow (Bethesda) XB
 Resident Evil 5 (Capcom) 360
 Resident Evil: Deadly Silence (Capcom) DS
 Rumble Roses XX (Konami) 360
 Samurai Champloo: Slash Through (Bandai) PS2
 Sonic Riders (Sega) PS2 · XB · GC
 Sonic the Hedgehog (Sega) 360 · PSP
 Spectral Souls (NIS) PSP
 Spy Hunter: Nowhere to Run (Midway) PS2 XB
 Starcraft: Ghost (Vivendi Universal) PS2 XB GC
 State of Emergency 2 (SouthPeak) PSP
 Steamboat Chronicles (Atlus) PS2
 Superman Returns (EA) PS2 XB · GC 360 · DS · PSP
 Too Human (Microsoft) 360

READER MAIL

TIPS & TRICKS 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211

If you send us a letter,
Earl will deliver it to us.



FROM "T" TO "AO"?

The other day I was bored, so I got out *Champions of Norrath* and played around with creating characters. Well, I was in my inventory with my Erudite Wizard female and I took off all but her top armor and pushed \times + SELECT, and her bra ripped off! Now this shocked me, but in no way did it offend me. I'm always looking for weird things in games. So I tried it with the other characters, but only one other worked—the Wood Elf Ranger female. If she just has her armor on and you push \times + SELECT, it rips her top off and her underwear! Also, with the Erudite Wizard, another armor I tried was the Cracked Linen Legging. She had just that on and I pushed \times + SELECT and it took off her underwear. Now, the game is rated "Teen"—does this change that?

—Joshua Howey
Harrison, MI

P.S. It takes a few tries, but it does work.



We tested this trick with our office copy of *Champions of Norrath*—purely for the sake of intellectual curiosity, you understand—and discovered that your claims appear to be partially true. It seems that when you press the \times button to remove a piece of armor, there's a fraction of a second during which the current armor disappears and the default "no armor" texture is applied to the player model. For some reason, the female Wizard character appears to have an additional skin texture which appears

very briefly when you make the switch, and if you can manage to tap the SELECT button during the split-second after the armor disappears but before the "no armor" texture appears, the skin texture will be displayed for a brief moment before the inventory screen fades out and you return to gameplay. We were unable to confirm your other claims, though; with the rest of the characters, this trick seems to make parts of their bodies completely transparent.

Fortunately (or unfortunately, depending on how you look at things), the female Wizard's skin texture can only be viewed for about a second, and she does not remain topless during gameplay, so it's very doubtful that the ESRB would be motivated to change the game's rating—although it's worth noting that the only ESRB label with a "nudity" descriptor is actually the dreaded "AO" (Adults Only) rating. Your discovery is somewhat similar to the kind of hidden content that got *Rockstar* in trouble with Grand Theft Auto: San Andreas...and it's only a matter of time before some creative hacker comes up with a GameShark or Action Replay code that will allow the secret skin texture to remain in place.

CHANGES FOR THE BETTER

A couple of questions for the *Tips & Tricks* office:

1. In your *Shadow of the Colossus* strategy guide (issue #130), you had the exact same boss walkthrough for the Buffalo Colossus and the One-Armed Colossus. Are they really the same, or is that just a typo?

2. Do you people never look on the Internet for game news? The Nintendo Revolution controller was unveiled almost two months before it was posted in your Japan Report column.

3. I read the *Star Wars: Battlefront II* guide and found no help at all. I have the game for PSP and I have noticed several things missing (besides many maps). In the space battles, the Marines are useless. Did LucasArts cut that out, too?

TOKEN OF THE MONTH



This month's token comes from Jeepers! in Auburn Hills, Michigan. It was sent in by a reader from Royal Oak, Michigan who forgot to include his or her name. Thanks, Anonymous!

Arcade players and operators: Send us a token from your favorite arcade. If we choose it as our "Token of the Month," we'll print your name right here. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
Tips & Tricks Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

Great mag; make changes for the better, and nothing more.

—Josh Lago
Lake Elsinore, CA

1. You're right about the Shadow of the Colossus strategy guide; sorry about the mix-up. You'll find the correct One-Armed Colossus strategy below, which we have helpfully formatted in such a way that you can cut it out and paste it over the incorrect text in your copy of issue #130.

2. Actually, we get our game news directly from the game companies themselves. It just takes a long time to produce and distribute a print magazine. Better late than never, eh?

3. The PSP version of *Star Wars: Battlefront II* features additional content which was exclusive to that system, including extra game modes. Our strategy guide covered only the PS2 and Xbox versions of the game.

Thanks for your feedback; we'll keep trying.

With a pair of scissors and a glue stick, you can restore the "director's cut" of our *Shadow of the Colossus* strategy guide! Just cut out this text box and paste it over the box at the bottom of page 20 in issue #130. Presto—our reputation is intact!

First you must force the beast to strike the small circular stone platform in the center of the area. Goad him into attacking by standing on the platform, then move just before you are struck. After a cutscene shows the armor breaking off the Colossus' right arm, wait for it to attack with an overhead smash. Run out of range, then quickly run over to the beast's "arm" and scamper to the top before it shakes you off. Jump to the fur lining the inner part of the arm and up to the shoulder, then climb down the beast's back. Drop down and grab the pieces of "armor" above the Colossus' back and down onto the ledge below. After regaining some strength, grab the fur on its midsection and crawl around to its belly. Look for the vital point, stab it and watch for it to disappear. Now travel back up to the creature's back and look for the vital point on top of its head.

Gaming Gear

hardware
peripherals
accessories

● The Core Case: X360 by Core Gamer (MSRP: \$39.99) is the perfect bag for transporting and storing your Xbox 360. An expansion compartment on top of the case allows you to store up to three controllers, with room for 12 game discs, DVDs or CDs. The rear of the case opens to allow you to hook up the Xbox 360 without having to remove the unit from the bag; it even has vents to allow proper cooling when your 360 is turned on. A detachable "sidecar" can hold your Xbox 360 power supply and additional accessories. The Core Case is padded and has reinforced case walls to keep your Xbox 360 from getting damaged, while the bolted metal strap holders and padded shoulder strap make transportation comfortable.



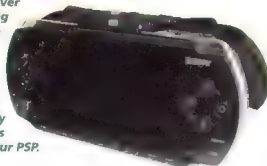
To cash in on the Nintendo craze, Nintendo recently issued these collectible trading card packs for about \$2 a pop. Each Nintendo's "Fun Pak" includes four trading cards (from a set of 33), one sheet of stickers (from a set of six), one of 18 different "Stand-Up Cards" and a set of temporary tattoos, plus a contest card that may randomly award prizes to lucky winners. That's all well and good, but where are those Game & Watch e-Reader cards we were promised a few years ago?



● Core Gamer's Battery Shield 360 (MSRP: \$29.99) packs five different functions into one slim unit: it's a rechargeable external battery that can also function as a movie stand, comfortable gaming grips,



a sun visor and a protective cover for your PSP's screen depending on how you position it. The inside of the Battery Shield is a pressurized foam core, which presses against the PSP screen to protect it from damage when not in use. The battery itself charges fairly quickly and essentially doubles the amount of play time on your PSP.



● The adventures of Joanna Dark continue with *Perfect Dark: Initial Vector*, a new novel by author Greg Rucka. In the future, corporations have hired their own armies to fight each other for control. One such company, the Carrington Institute, has been fighting an ongoing war with dataDyne, Joanna's greatest enemy. As Daniel Carrington, the founder, attempts to recruit Joanna to help him in the fight against dataDyne, a secret is uncovered—one that cannot destroy dataDyne, ultimately forcing Joanna back into the fight. *Perfect Dark: Initial Vector* is available in your local bookstores now for \$12.95.



At \$14.99, the adjustable HeadCOM Pro by Mad Catz is a great alternative to the standard Microsoft Xbox 360 headset. Featuring a comfortable wrap-around design, this lightweight unit is fully adjustable and is compatible with both the Xbox and Xbox 360. The large, foam-padded earpiece provides crystal-clear sound, and the swiveling microphone allows the headset to be used with either ear.



● The handgrips on the Mad Catz Game Pad Pro Xbox 360 controller are slightly more robust than those of the standard Xbox 360 controller, and the back of the unit is tapered, making it one of the more comfortable controllers we've used in a while. The Game Pad Pro features full vibration functionality and four different rapid-fire speed settings for each of six different buttons. One of the controller's most innovative features is the Invert switch, which allows the player to invert the control style of the right analog stick on the fly without having to change any in-game options. The Game Pad Pro retails for \$34.99 and is available in stores now.

Mobile
Games
and
Cellular
Entertainment

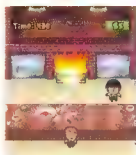
gaming 2go

by Andy Eddy

So you've got a few minutes to kill, but you're nowhere near a console or handheld game system. If you've got a wireless phone, you might have a way out of that predicament....

17

Kayak's Boatload of New Games



Kayak Interactive has a handful of new software titles—games that have familiar names from other places. For instance, *The Three Stooges: Making Dough* features the slapstick trio in a series of minigames that help them make money. By spinning a slot machine, the job is



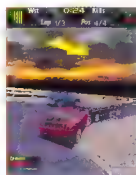
determined, and then the guys have to do such chores as making pizzas, packing items as moving men and putting beer in kegs. All of the games are fast-paced and offer the same clowning that the Three Stooges made famous in films. *Making Dough* should already be live on Verizon and T-Mobile handsets.



The popular online board game *Slingo* is getting a new treatment in *Slingo-2-Go*. For those of you who don't already know, as the name implies, *Slingo* is a blend between slots and bingo: You have a board with five columns of numbers, and on each turn, you spin to get five numbers that you try to match on your board. Hitting



numbers and completing across, down or diagonally gives points, with the best score after 20 spins being declared the winner. A second game, *5 Card*, offers a spinner of playing cards, which you have to place on a blank board for the best five hands. The mobile game enables you to play solo or go online and compete against others in live games. Variations on the game should be on Verizon now, with Sprint and Cingular planned as well.



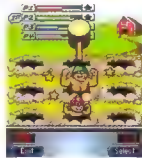
If you're looking for a game with more of an edge, *Carmageddon 3D* might be more to your speed. It takes the PC action franchise to mobile devices in all its gory glory. Though a car-racing title at its core (you can win by being the first across the finish line), most players will opt to win by running down all the people that are scattered around the roads and fields. Of course, there's the need to keep your



car fueled up—via gas can icons you need to run over—and other power-ups (such as invincibility, turbo and reverse steering) can help or hurt your efforts.

Carmageddon 3D is easy to control, but difficult to master, with other drivers and pedestrians programmed to be strong competition. Due to its violent content, phone carriers seem to be shying away from offering it, but Kayak is selling it directly through its own Web site (www.kayakinteractive.com) for Java handsets.

A quick but challenging solo game, *Mastermind*, is now available on Verizon and Sprint phones. The contest offers a number of slots—four for Easy, five for Medium and six for Hard—that you have to fill with pegs of six different colors. With each turn, you get hints as to how many pegs are in the correct slots and how many are the right color but were placed in the wrong spot. By using logic (and a bit of trial and error), the puzzle is completed by putting the right colors in all of the slots, and your score is determined by how few turns it takes to finish.



At first thought, the arcade standard *Whac-a-Mole* might not seem like a good port to mobile devices, but when you play *Whac-a-Mole 2*, you find it quite intuitive. Nine holes map to the nine buttons on the number pad, and when a mole pops his head up, you simply have to hit the matching button to have the onscreen hammer



bop him back down. Hammer power-ups give you temporary bonuses, such as Dual Hammer. Best of all, Kayak offers an online mode with simultaneous competition for up to four players. Kayak is looking at a February release for the game on various carriers.

Finally, Kayak has signed a deal with Sony Pictures Digital to bring various Sony movies to the mobile market as games. The first to make the transition will be *The Da Vinci Code*, a murder mystery based on the book of the same name. We expect Kayak to offer more details before the game comes out, which should be around the time the film hits theaters in May 2006.

Midnight Hold'Em Poker

GameLoft is extending its "Midnight" series to include *Midnight Hold'Em Poker*. Hoping to catch the big poker wave, the game offers instant games and heads-up matches as well as a Career mode that lets you work your way up the ranks as your bankroll grows. If you're playing in a tournament setting, you see the table from a somewhat overhead view, but when it's down to two players, you see the action as if you were sitting there, staring across at your opponent. The game's interface is clean and the poker is reasonably good, considering it's on a mobile handset.



I-Play's Q&A...and More



One of the more interesting games—if it can be called that—to hit the scene lately is I-Play's 20Q, which converts Radica Games' handheld to your mobile device.

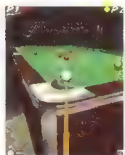
The concept is simple, but amazing when you play it: As in the "20 Questions" game you played as a kid, you think of something—animal, vegetable or mineral—and then answer 20Q's queries to you. While many of its questions appear disjointed, the majority of the time it'll make a guess that's right on the money.



I-Play is also releasing a slick billiards game called 3D Pool: Urban Hustle. The sequel (to the original 3D Pool) offers 8-Ball and 9-Ball as well as U.K. 8-Ball, and the 3-D graphics



are sharp for a handheld. You can compete in a traditional game or trick-shot challenges, with bets on the line to build up your winnings. Each of the three cities has a series of competitors (nine in total), and you'll

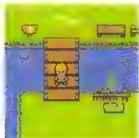


have to get through all of them to declare yourself the champ. If you're stuck, there are hints offered and you can activate lines that show the cue ball's path better. 3D Pool: Urban Hustle is already available.

Shrouded in Mystery



Your World Games, a new publisher based in Florida, is working with developer Hard Core Wireless to create *The Shroud*. The RPG's premise involves creating a farming community, but shortly after you start, you are thrust into a mysterious battle against evil creatures from a parallel universe. According to Your World, the title will feature detailed puzzles and side quests that can be picked up and played for a few minutes, but the actual game "could last for months." The publisher is also integrating optional GPS features into the game that'll enable location-based contests for special items and scores, and it will also offer an Internet-based site for player rankings and item swaps. *The Shroud* is targeted for a February release.



Perk Aquarium Tricks

After passing along last month's *BMX Trick Bike* codes, developer Flarb gave us some for another one of its games, *Pocket Aquarium*. If you'd like to see a "special visitor" in your tank, you need to maintain an "A" rating. That's accomplished by staying on top of a few requirements: Visit the aquarium at least once a day, keep the lights on during the day and off at night, keep the fish well fed (at least twice a day) and make sure the water temperature stays in the 70-80 range. If you keep an "A" rating, the next time you visit the tank, you'll find that a crab has been introduced.



MOBILE GAMING NEWS

• Microsoft Plans Cross Over—

Though few details are available right now, an interview on *Business Week* magazine's Web site reveals that Microsoft is going to be entering the mobile-games market directly, to this point, it

seemed satisfied with licensing titles out to In-Fusio (including *Midtown Madness* and the yet-to-be-released *Halo*).

According to the interview with Chris Early, Microsoft Casual Games Group's studio manager, the company is looking to start releasing mobile games in the first half of this year with an approach that "will be similar to our approach with *Xbox Live Arcade* games and *MSN Games*." The content will be a mix of its own casual games (such as *Hexic*) and those made by others. "What we're looking to do from a casual-games standpoint is let people have one game experience across any device where Microsoft software works," Early said, "be it the Xbox, their PC or their cell phone. They will have one gaming identity on all those devices. They'll be able to play across all those devices."

Early also stated that Microsoft will likely employ "microtransactions" using its Microsoft Points program, to enable the purchase of games for pennies, which can't be done on a credit card due to fees. As with *Xbox Live Arcade* titles, the Microsoft Points program enables those who don't have a credit card to buy software, which can then be directly ported to the device of choice. Early said that points can also be earned through gameplay.

• Capcom's on the Phone—

Capcom is also joining the ranks of video-game publishers taking the mobile plunge, starting with the opening of a Los Angeles-based office for its new Mobile and Interactive Division. The new group has immediate plans for more than ten titles from its catalog being ported over, including *1942*, *Mega Man* and *Resident Evil*. As soon as we have more information and intended release dates, we'll be sure to pass them on.

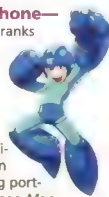
• Namco Spins Off its Mobile Biz—

Namco showed the level of its allegiance to the mobile-game market with the creation of Namco Networks America.

Apparently, the experience that the Japanese game giant has had—with such mobile releases as *Pac-Man*, *Dig Dug* and *Pac-Mania*—inspired it to start up a separate company to handle its mobile efforts. The new firm started business on January 1 and absorbed the existing catalog of games, including recently released versions of *Pac-Mania*, *Ridge Racer* and *Time Crisis*. Namco Networks will also continue to offer game-related ringtones, wallpaper and screensavers.



• **Jamdat's Got a Gun**—Jamdat announced that it has signed a co-publishing deal with Activision that will give the company mobile-game rights to the next *Tony Hawk* game, as well as the exclusive rights to a mobile version of *Gun*. No release dates have yet been divulged for forthcoming titles that will be developed from this pact.





ONLINE GAMER

by Jeb Haught

Get Connected to the World of Online Console Gaming

Vol. 18

CALL OF DUTY 2 ONLINE MULTIPLAYER FOR XBOX 360

Most gamers seem to think that the first-person shooter genre is overrun with World War II titles, but I find them to be just as enjoyable, if not more so, than most modern military shooters. Perhaps it is due to the fact that WWII was a world-changing event that took place on nearly every type of terrain imaginable. Perhaps it is because there were so many historic battles that played an important role in the Allied victory. While these factors do play an important role in my opinion, the main reason I prefer WWII games is because of the awesome weaponry.

When I compare modern weapons to those of World War II, one main difference comes to mind: skill, or lack thereof. Most contemporary weapons are automatic and rely on "spraying" the enemy with gunfire. Players usually don't have to be too skilled to aim in the general direction of the enemy and pull the trigger. Granted, you can't spray the enemy with a sniper rifle, but some titles feature semi-automatic sniper rifles that really take the skill out of gaming.



extreme accuracy of these rifles combined with their longer range. It takes a lot of practice to become good with these weapons, but the payoff is well worth it.

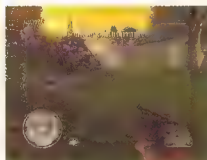
Call of Duty 2 developer Infinity Ward has consistently created the most accurate representations of World War II weapons to date. Each weapon has a powerful "feel" when it is fired, and they differ from each other in stopping power and accuracy just like their real-life counterparts. Most of them are balanced very well, except for the sniper rifle; it only takes one shot to kill an enemy with *Call of Duty 2*'s sniper rifles, even if you shoot them in the foot! However, most snipers will lose close-quarters battles.

When you fire up the online multiplayer mode in *Call of Duty 2* on the Xbox 360, the interface is reminiscent of *Halo 2*. Instead of actually getting to choose which server you want to join, you are presented with the choice of "Ranked" and "Player Match" games. Ranked games record your stats for promotions and the like, but this feature hadn't actually been implemented into the game at press time. Player Match games are non-ranked games

World War II did have its share of automatic weapons, such as the MP-40 and the Thompson sub-machine gun, but any skilled player using a bolt-action rifle or semi-automatic rifle has a good chance of eliminating players even before they get to fire. This is due to the



played just for fun and are supposed to let you invite friends to play, but this feature was also not working at press time.



Next, you must choose between the options of "Quick Match" and "Custom Game." Quick Match instantly throws you into a random game type and level, while Custom Game lets you choose your game type, but still puts you into a random level. I am not thrilled by this system,

because it severely limits your choices. Some levels will rarely be played, while others are played too often, and you can't even see what your connection speed is. Sure, every game is supposed to give you an optimal connection, but several of the games I played were so "laggy" that I had to quit.

This brings me to another complaint. When you are searching for a game, the first person in a "room" becomes the host of the game. This means that the quality of the game completely depends on the quality of the host's connection. Some connections cannot handle the maximum amount of players, so participants are subject to frame-rate slowdown and choppy gameplay. The hosts can't even limit the amount of players because they have absolutely no control over any of the game's parameters.



My last complaint about *Call of Duty 2*'s online multiplayer mode is the fact that it only supports eight players. You heard me right: eight measly players. While most shooters on the original Xbox support a minimum of 16 players, this technologically-advanced game—on the most advanced

next-generation game console to date—can only support eight players. Funny, because the exact same game on the PC supports 64 players, which is quite a difference. With only eight players, it is not uncommon to have to search high and low just to find someone to shoot. Needless to say, intense firefights are rarely seen. Let's hope that the game can be upgraded with future content patches through Xbox Live to address this issue. Even twelve players would be much better than eight! And if this game supported 16 players online, I would say goodbye to multiplayer *Halo 2* forever.

Despite these gripes, playing online multiplayer games on the Xbox 360 is still tons of fun. There are five game types available: Deathmatch, Team Deathmatch, Capture the Flag, Headquarters and Search and Destroy. The first three are self-explanatory, but the last two are a little more intricate.



Headquarters forces each team to find one of two areas on the map to capture and set up headquarters. While each area is captured, points are added to that team's score. When enemies overrun the captured area, the cycle begins anew. This mode is similar to the conquest mode in the PC game *Battlefield 1942*.

Search and Destroy puts the allies in charge of blowing up one of two different targets on each map, while the axis must defend them. The round is won when the attacking team destroys one target, the defending team defuses a bomb or one team eliminates the other team. This is the only mode where players don't respawn, so it isn't smart to run in with guns blazing. Since you only have one life to live, Search and Destroy is very tense and fast-paced.



Several levels are available on which to conquer your enemy, and they are all very different from each other. One of my favorites is Carantan, a small town with cobblestone streets that is full of buildings to hide in. It has a few good "choke-points" and is great for

Capture the Flag. Another fun level is the sand-covered town of Matmata, Tunisia. This level has a Middle Eastern look to it and gives players only two main paths to get to each flag. The firefights are non-stop on this small level, and there is even a small sandstorm blowing in the wind that partially obscures your vision. Players who want to fight in the moonlight can enter El Alamein. This is a very small map that has trenches running from the allied side to the axis side, along with a few destroyed vehicles. If you pop your head up out of a trench, you can be sure that it will make an unfriendly acquaintance with a sniper bullet.

Two new gameplay additions make a very welcome appearance in *Call of Duty 2*. The first is the ability to scale small walls and windowills. Players can now exit buildings by crawling out of windows rather than being forced to use doorways. They can also clamber over small walls that are too tall to leap. It is amazing how such a simple addition can add so

many options to gameplay. The other feature is the visually impressive smoke grenades. Not only do they emit realistic-looking smoke, but they can also be a vital part of your arsenal. Toss a smoke grenade into the enemy flag area in CTF, and you can snatch their flag without them even seeing you. Pinned down by a sniper? No problem! Just chuck a smoke grenade into the line of fire and he will lose sight of you. Then it's his turn to worry about your location.



Since I haven't been on the receiving end of a *World of Warcraft* intervention, I have become a bit rusty at first-person shooters. That's why I was so surprised at how well I did when playing *Call of Duty 2* online with my Xbox 360. My weapon of choice is the American M1 Garand semi-automatic rifle. It has decent stopping power with incredible accuracy, and there is no need to reload after each shot (not that I ever miss, heh heh). Give me a sniper rifle or a semi-automatic and you are in for quite a challenge.

Naturally, there have also been games where the enemy knows the map very well and scores all five flag captures in CTF within a few minutes. I have also had my ass handed to me by players with ungodly abilities, less than a month after the game—not to mention the Xbox 360 itself—was released. Nevertheless, I keep coming back for more, because the game is so much fun! I can only hope that the problems mentioned above are fixed in a patch, because I don't have the patience to wait for *Call of Duty 3*.



MVP 06 ONLINE CO-OP REVEALED

As most baseball video-game fans know, EA Sports has (forcibly, thanks to Take Two's exclusive third-party deal with MLB) made the switch from the major leagues to college baseball, starting with *MVP 06 NCAA Baseball*.

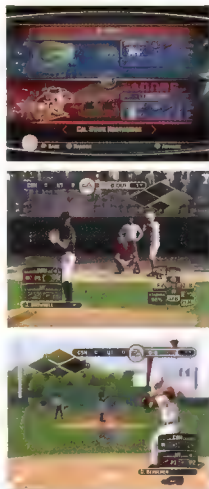
But that's not the only big change in the series. EA Sports is incorporating some new features into the online aspect of the game. In the past, playing a baseball game online was strictly a one-on-one affair, but that's all changing with *MVP 06 NCAA Baseball*. Now, two players (on the same machine) can team up and take on either one or two other players online in cooperative multiplayer action. The beauty of this mode is that teammates can jump in and out of the game at any time, so you can start a game with two players, and if one has to leave, the game doesn't get interrupted. And once he comes back, he can just jump right back into the game.

This innovative new feature may sound complex, but it's actually very simple and intuitive. When your team is at bat, one player controls the batter and the other controls runners who get on base. In the field, one player pitches while the other controls the fielders and plays defense. A simple button press allows team-

mates to switch positions instantly, so you can alternate between batters, pitchers, runners and fielders pretty much at will. In other words, if your team is batting and you want to take turns controlling every other batter, you can. It can be confusing at first, but after a few innings it feels completely normal. The only danger is that sometimes you forget that you're actually playing the game (especially when you're the fielder)—you might find yourself watching the third baseman field a ground ball and just stand there, because you've forgotten that you're actually the one controlling him!

This new mode does two things: It gives baseball fans a feature they've never seen before, and it dramatically improves both the multiplayer and the online experience. If you have any doubts about either the fun factor or the functionality of cooperative multiplayer, just give it a few innings. It's one step closer to every baseball fan's dream video game, in which every player on the team is controlled by a real person online. Be sure to check out next month's *Sports Desk* column for more complete coverage of *MVP 06 NCAA Baseball*.

—Josh Engel



Greetings, sports fans, and welcome to the **Tips & Tricks** sports section. In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS

SPORTS DESK

by
Josh
EngelVol.
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Spring Training Preview

We're still a little more than a month away from the start of spring training for the 2006 Major League Baseball season, so I figured now's a good time to start spring training's spring training, if that makes sense.

MVP '06 NCAA Baseball

After Take Two Interactive signed an exclusive licensing deal with Major League Baseball, it appeared to be the end of all other third-party baseball games. Of course, that wasn't going to stop the folks at EA from continuing their heralded MVP franchise. They



already had an amazing game engine, and earlier last year they locked up the exclusive rights to the NCAA. So the natural thing to do was to make a college baseball game, and that's exactly what the crew at EA Canada has done. Not only is *MVP '06 NCAA Baseball* the first college baseball game we've ever seen, it's also been released even earlier than past games in the series—in early February, to coincide with the start of the college baseball season and to get the jump on competing baseball titles.

Aluminum bats aren't the only new feature of *MVP '06*. You'll also find the Load and Fire Batting System and the Precision Throw Control, both of which utilize the right analog stick and help give you a much better feel for the game (more on that later). You'll find more than 125 major universities to choose from, as well as the ability to create your own institution of higher learning. The revamped Dynasty Mode includes everything you'd expect from a college sports title: recruiting new talent, replacing graduating players and transfers and, of course, the College World Series. *MVP '06* is also the first EA Sports title to feature a real-time ESPN sports ticker, ESPN Radio Sportscenter every 20 minutes and news from ESPN.com.



MLB '06: The Show

While Take Two's deal prohibits third-party publishers like EA from issuing an MLB title, first-party publishers are still in the game, so to speak. So it's no surprise that Sony is back with its own hardball franchise in the form of *MLB '06: The Show*.



Last year's game (curiously titled *MLB 2006*) was touted as being as good (if not better) than EA and Take Two's entries, but the developers at Sony aren't resting on their virtual laurels. You'll actually find an impressive list of new options and improvements to the '06 version that will help it keep pace with the competition.

Along with an all-new online news service and user-controlled slides, one of the more ambitious features is the new Multi-Branch Fielding System. What this does is give you even more control in the field than you ever thought possible, thanks to the Branch Point Technology. In layman's terms, you can break off virtually any animation and start a new one, depending on the situation. For example, if your center fielder is trying to throw a man out at third but sees the man on first getting a late break for second, you can alter your movement so that, before he releases the ball, the fielder changes his throw in one fluid motion and nails the runner at second. *MLB '06: The Show* is due on store shelves in March, just in time for spring training.



Stick and Move



Here's a piece of useless trivia for you: 1999's *Ape Escape* was the first PlayStation game that actually required the use of dual analog sticks in order to play. After more than a year as a vestigial part of the PlayStation analog controller, the right analog stick finally had a purpose in life.

A year later, the sports-game world was introduced to analog control with *Tiger Woods PGA Tour 2000* on the original PlayStation, which gave players the option of using the analog stick to control the golfer's swing tempo and power. Pulling the stick down started the backswing, and thrusting the stick forward started the downswing and followthrough, while slight movement left or right would cause the ball to hook or slice. Now, with the option of playing by "feel" instead of just timing two or three button presses, sports gamers finally started to get the sensation they'd been waiting for: the feeling that they were really on the field, court, rink or course.



But outside of golf games, the right stick still seemed to be mostly an afterthought or gimmick. While 2000 was when the analog stick was finally utilized, it wasn't until 2004 that a game really cap-

tured its subject matter as accurately as is possible. *Fight Night 2004* used the right analog stick to throw punches, and various movements of the stick performed different types of punches. This control system really helped to immerse gamers and give them a better feel of actually being in the squared circle, not just controlling an animated character.



For some reason, it has taken until this year for basketball games to catch on. Well, at least one basketball game has figured it out. With *NBA 2K6*, instead of the old and tired shot meter, players now have the option of using the right analog stick to shoot. Much like in a golf game, pulling down on the stick squares the player up to shoot, and pushing forward releases the shot. Instead of strict timing determining if a shot is good or not, now it's timing, direction and fluidity of the motion that dictates if you're ticking the twine or banging one off the backboard. It may take some time and practice to master this shooting method, but it's much more realistic...and in the end, much more fun. It really gives you the feeling that you're actually controlling whether the shot falls or not, so there's nobody to blame but yourself when the ball clangs off the rim.

Next year, the right analog stick will become a vital piece of the gameplay puzzle on the diamond with *MVP 06 NCAA Baseball*. While fans of the national pastime got accustomed to using the right stick with *Big Play Control* in *MVP 2004* (primarily for sliding into bases and diving to catch balls), with this year's game, the right stick will be used for batting and making throws in the field.

As the console hardware gets more and more powerful, the visual realism just keeps getting more and more astounding, so it's good to see the controls—the piece of the puzzle that actually makes you feel like you're part of the action—start to approach the same milestones. And with the pending release of the Nintendo Revolution and its accompanying revolutionary controller, there's no telling where the realism will end. Trust me, that's a good thing.

Alternative Sports Games

If you're a sports fan, then you know that you can find something to get excited about at almost any time of year. You've got March Madness, baseball in April, the NBA and NHL Playoffs in May and June, Wimbledon in July...there are big sporting events for practically every month on the calendar. But aside from the Super Bowl (which has slowly crept its way out of January), there isn't really much going on in February. Thankfully, the second month of the year also happens to be the shortest, so at least the sports gods show a little bit of mercy. The lack of anything substantial in February is the perfect reason to catch up on some of the more non-traditional sports games out there. Of course, I'm using the term "sports games" very loosely, so keep an open mind and get ready to discover a whole new way to keep the competitive juices flowing for 12 months a year.

Hoop World

The name of this title suggests that it's a straightforward basketball game, but further inspection reveals much more. First of all, this game can only be found as part of the relatively new *Xbox 360 Live Arcade* line-up, which makes it unique in that regard. But it's the gameplay that really sets *HoopWorld* apart from the likes of EA and 2K Sports. The game is described as a "three-on-three multiplayer trick game...featuring true team-based tricking." Imagine if old-school favorites *NBA JAM* and *Arch Rivals* had a love child, and you'll get the picture. For example, you can throw a flaming basketball off your opponent's head and then wallop him with a punch to get it back and drive to the hole. The game promises to offer more than 150 unique—and unorthodox, to say the least—moves that you won't find in any other basketball title. Throw in four original environments (ranging from Mayan Ruins to an ancient Desert), nine playable characters (both men and women) and *Move Enhancing Items*, and you've got yourself the definition of a "non-traditional" sports game. *HoopWorld* is scheduled to be available for download this spring.



World Poker Tour

If poker isn't an "alternative" sport, then why is it being published by 2K Sports? Seriously, though...poker requires well-planned strategies, stamina, grit, intestinal fortitude and the desire to be the best. Chances are you'll never sit down at a table in Vegas and find yourself face-to-face with Phil Laak or Evelyn Ng, but with *World Poker Tour* for the PS2, Xbox, PSP, and GBA, that's exactly what you'll be doing. Instead of just watching your favorites on the Travel Channel, you'll square off against them in six real-world WPT venues. You can also take the action online and match up with players across the country and show them your best poker face, thanks to the EyeToy USB Camera (only with the PS2 version, of course). With 14 different games and the ability to create your own custom rules and limits, there's really no reason to ever leave the house again.

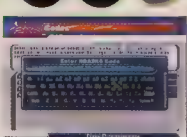


NBA 2K6 More Cheat Codes

Choose "Features" from the main menu, then select "Codes" and enter any of the following cheats. Be sure to use lowercase letters and include the spaces where appropriate:

- bos 2nd—Unlock Boston Celtics secondary road uniform
- chi retro—Unlock Chicago Bulls retro road uniform

- cle 2nd—Unlock Cleveland Cavaliers secondary road uniform
- den 2nd—Unlock Denver Nuggets secondary road uniform
- det 2nd—Unlock Detroit Pistons secondary road uniform
- hou retro—Unlock Houston Rockets retro home uniform
- lac retro—Unlock Los Angeles Clippers retro road uniform
- mem retro—Unlock Memphis Grizzlies retro road uniform
- mia retro—Unlock Miami Heat retro road uniform
- nj retro—Unlock New Jersey Nets retro home uniform
- no retro—Unlock New Orleans Hornets retro home uniform
- ny retro—Unlock New York Knicks retro road uniform
- orl retro—Unlock Orlando Magic retro home uniform
- phx retro—Unlock Phoenix Suns retro road uniform
- sac 2nd—Unlock Sacramento Kings secondary road uniform
- sea retro—Unlock Seattle Supersonics retro home uniform
- was retro—Unlock Washington Wizards retro home uniform



1月3日 JAPAN REPORT!

by Anatole Brown

Wario Controller



The Wario Controller is now available for GameCube owners who want to cash in their hard-earned points from the Club Nintendo program, Nintendo's special consumer points system in Japan. Just to make sure no one missed out on the Mario and Luigi controllers, Nintendo recently reissued those high-demand items as well. There could be one more special controller on the way—after all, there are four controller ports on the GameCube. A Waluigi purple controller with the upside-down "L" symbol would surely round out the plumbing quartet. Unfortunately for fans in the U.S., you need to purchase Japanese versions of Nintendo games and have an address in Japan in order to qualify for the Club Nintendo program.

REVOLUTION TV REMOTE



The controller for Nintendo's next game console (code name: Revolution) has been a hot topic of debate amongst gamers since it was revealed last year. Some critics have blasted the controller for its resemblance to a common TV remote, but Nintendo's designers are firmly committed to the idea of reaching out to non-gamers who may be intimidated by complex game controllers. And they seem to have a sense of humor about the whole thing, as suggested by the latest reward for loyal Club Nintendo members in Japan: It's an actual TV remote that's shaped like the Revolution controller! Platinum-level members

(Nintendo consumers who have racked up more than 400 Club Nintendo points) were all notified that they will be receiving the TV remote sometime soon. The remote is said to look almost exactly like the real thing, but it will not work with the Revolution when it's released sometime later this year.

Ore-Commander

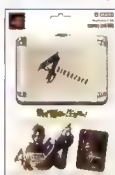
Now you can be Master Higgins! Ore-Commander is a motorized device from Hori that fastens onto your finger and allows you to push buttons at inhuman speeds. Watch out, *Track & Field*! Developed by PerilBorg (Peripheral + Cyborg), the Ore-Commander can be strapped onto your index finger or thumb. The fast vibrating action moves your finger up and down at lightning speeds, so your own finger acts as a "turbo" device! We're not sure what kind of hand injuries may result as a side effect, but the 2,090 yen price (about \$17.50) makes it tempting to find out!



Capcom Goods

Every gamer knows that some of the most hardcore game fanatics are die-hard Capcom fans. One reason for their intense loyalty is because of all the character merchandise that Capcom puts on the market for them to consume. If you're a fan of a certain Capcom game, chances are you can find an item or two that would perk your interest on e-capcom.com, Capcom's exclusive retail site. Unfortunately, they don't ship overseas...but here's a peek at what's out there:

Biohazard (a.k.a. Resident Evil)



Available now is a special *Biohazard* 4 soundtrack and book for 2,500 yen (about \$21). 64 tracks are included on two CDs, plus the set comes with a visual reference book, featuring liner notes from the composer and producer. Capcom also has a special *Biohazard* 4 PS2 memory card for 3,360 yen (about \$28). The memory card comes in an attaché case, just like Leon's gun!



Monster Hunter

Monster Hunter fans can hit the motherlode with the *Monster Hunter Portable Accessory pack* for 2,730 yen (about \$23). It comes with a *Monster Hunter* PSP pouch, a memo book, strap and a truly ugly PSP mascot stand. If you missed out on the piglet plush from *Monster Hunter* at the recent Tokyo Game Show, Capcom finally put them up for sale for 3,465 yen (about \$29) each.



Onimusha

The *Onimusha Arms Collections Vol. 1* contains 12 different replica weapons from Capcom's supernatural samurai series. There are 15 weapons in all, and each weapon comes with a fancy display stand. One of four additional secret

weapons will also be included in each box, but you won't know which one you get until you open it. It's definitely only for the hardcore at 5,670 yen (about \$48) per set.



Street Fighter Pad

Street Fighter fans are probably the most finicky of all game players when it comes to having the perfect controller to exact their moves. That's why Capcom will include a special PSP pad attachment with the Japanese version of its upcoming PSP game *Street Fighter Zero 3: Double Upper*. The pad will fit snugly over the PSP's D-pad, allowing for smoother quarter-circle and half-circle movements. Capcom claims that the special pad is a huge hit with the testers of the game, so that's good news. No word yet on whether the U.S. version of *Street Fighter Zero 3: Double Upper* will include the pad.



Half-Life 2 Survivor

Dr. Gordon Freeman blasts into the arcades! Taito has teamed with Half-Life developer Valve to produce *Half-Life 2 Survivor*, soon to hit arcades in Japan. The elaborate coin-op cabinets have two joysticks, one for aiming and shooting and the other for moving. Foot pedals allow you to duck and jump. Each cabinet has a 32-inch widescreen moni-



tor and the entire system runs on Taito's Type X+ arcade board. Players can connect to other players around Japan and play each other in real-time using Taito's arcade network system, NESYS. Three types of modes are selectable upon inserting credits: Battle Mode, Mission Mode and Story Mode. The Battle Mode and Mission mode connect you to other players to either team

up together or go head-to-head. Four characters are selectable in multiplayer mode: Soldier, Sniper, Ranger and Engineer. The Story Mode is based on the popular PC and Xbox game *Half-Life 2*, where you play as Gordon Freeman. The arcade version of the story is very similar to the home version, but a few scenarios, including messages, have been changed to accommodate the immediacy of the arcade experience. It's almost like an "arrange mode" of the original story. Of course, it would be a huge mistake if *Half-Life 2 Survivor* never makes it to the U.S.!



Gold Nintendo DS

Nintendo just released a special-edition Gold Nintendo DS that can only be bought at Toys 'R' Us stores in Japan. The Toys 'R' Us Gold edition costs 14,999 yen (about \$125). It was released in mid-November and was limited to one per customer, but supplies may be depleted at this point.



XBOX MONUMENTS



mounted on the side of the console. Microsoft is pulling out all the stops in Japan for the Xbox 360, since the Xbox basically failed take any significant attention away from Sony or Nintendo. The monuments are located in Sapporo, Nagoya, Osaka and Fukuoka.

Taking a page out of Sony's PSP campaign, Microsoft in Japan set up giant-sized Xbox 360s in high traffic areas in Japan. The controller itself is about the size of a full-grown adult. Of course, these monuments cannot be played like the real thing, but are meant to show the high-definition graphics on a snazzy HD screen

SUPER MARIO 20TH ANNIVERSARY GOODS

It seems that every company is celebrating the 20th Anniversary of Super Mario, even into the New Year. Banpresto in Japan announced several lines of Super Mario knickknacks, celebrating the game that started everyone's Famicom (NES) addiction.

MARIO REMOTE FIGURE



The Mario remote figure can be controlled by a control unit that looks exactly like a Famicom controller! Also available is Goomba. Each one costs about 2,000 yen (about \$16). All they do is just move left or right, but they're cute!

DOT MATRIX SOUND FIGURES

Rather than "figures," these displays allow you to take apart the scene and arrange the characters and the environment any



way you want. Each set comes with a character and two scenes, with a button plays a specific sound effect from the game when you press it. The Dot Matrix Sound Figures come in both Nintendo and Namco versions and cost 525 yen (about \$4.30) each.

NINTENDO HOOK POUCHES

These Nintendo Hook Pouches are great for storing your iPod or Game Boy Micro. They can clip onto your bag or belt loop. They're kind of pricey at 3,129 yen (about \$27) each.



NINTENDO BOX SPEAKERS

By far the coolest of Banpresto's Mario goods are these Nintendo Box Speakers, modeled after the "POW" and "???" boxes in the *Super Mario Bros.* games. Each box can connect to your stereo and act as a speaker. Unfortunately, you have to earn



these boxes at the arcades by playing redemption

games, like crane machines. If you're lazy and willing to put down some cash, they have been popping up on Japanese auction sites as well



Makaimura Soundtrack

Suleputer, Capcom's own music publishing label, just released a *Makaimura* (a.k.a. *Ghosts 'n Goblins*) Soundtrack box set. This crazy compilation includes 366 songs spanning across seven CDs! The CDs cover every *Makaimura* game, starting from its arcade debut in 1985 to even obscure versions of *Dai Makaimura* (a.k.a. *Ghouls 'n Ghosts*) on the PC Engine and Sega Master System. A special DVD is also included, called

"*Makaimura Super Play*." It shows crazy feats of gaming athleticism from some of the best *Ghosts 'n Goblins* players in the world! The *Makaimura* Soundtrack set is available in Japan for 10,500 yen (about \$88).



FINAL FANTASY

WORLD

Vol. 30

by Charlotte Chen

If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this monthly column is for you!



FINAL FANTASY XII

The Demo In Depth

Time for round two. Square Enix packed in a demo of *Final Fantasy XII* with its release of *Dragon Quest VIII* in the U.S. This is the same demo we looked at earlier this year at the Square Enix offices, and also the same one that was shown in Tokyo at the Square Enix Party 2005. Now that there are no restrictions, we can look at the demo in more detail, and also spend time over-analyzing both the opening and closing trailer movies. Let's get to it...

Opening Trailer

Scene 1

Facts: The first image is a cross-section torso view of a person in full armor, striding straight toward you. A black screen with white text comes up: "The story of a world called Ivalice..." as the camera switches to a side view, revealing a red cape and a very large airship in the background that is moving slightly faster in the same direction. Next, a blue sky, white birds and white text: "703 B.I. Kingdom of Dalmasca, the Royal City of Rabanastre."

The birds sweep past a large airship in the foreground, and the camera reveals a vast metropolis behind it. In the distance, more airships are zipping around. The camera zooms down into an outdoor marketplace where you see several different species of humanoid—regular humans, the lizardlike Bagaas and the bunny-eared Vieras.



There is a strange creature walking next to the two Vieras; it sort of resembles a very fat Bagaas with floppy ears because of its lizardlike exterior. One of the Bagaas appears to be arguing with a fruit vendor.



The Vieras and Bagaas both seem to be significantly taller than the normal humans in the area. Everyone is dressed for extremely warm weather, with women in tanks or bustiers and men going shirtless.

Overanalysis: This game has a lot in common with *Final Fantasy Tactics Advance*. In

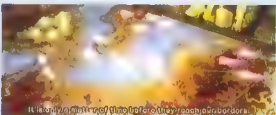
fact, it was rumored that in *FFTA*, when the main characters initially get drawn into a strange new world, the world they enter is the one in *Final Fantasy XII*. Both games take place in a world called Ivalice, which contains characters called judges, bangaas and vieras. The historical date of 703 B.I. is intriguing, although there aren't any real clues. Could it be "Before Invasion" or "Before Ivalice"? In the marketplace, it seems odd that the two Vieras are traveling with such a strange-looking creature. It sort of looks like the Bagaas, but not exactly, and in fact its ears are rather floppy and bunny-like despite the scaly skin covering its body. Maybe male Vieras look like this?

Scene 2

Facts: A king is listening to an advisor of some sort who says, "If Nabudis has fallen, there is nothing preventing an Archadian invasion. It is only a matter of time before they reach our borders."



The camera switches to a dark area where a large airship fleet is waiting, then it switches back to the map the king and his advisor are watching. It's a 3-D radar map that shows a mass of glowing red dots heading for their border.



The camera then reveals a small yellow shoe-shaped airship hanging above a city right before it attacks, then changes to the same king from before, bestowing a sword on a young man seen in the screen shots of Ashe's wedding.



We haven't learned his name yet, but I'm going to call him Doomed. The king says, "The glory of Galtea go with you," and we get our first black-and-white scene where Doomed says, "You do me much honor" and whips out his sword and brandishes it in the air as he walks across a stage.



Ashe has been watching all this with an expression of what I assume is admiration. Next, we get our first introduction to Voice-Over Man, who says, "With the threat of all-out war on the horizon, the Archadian Empire invades and subjugates its neighboring kingdoms one by one. Dalmasca, the stage on which this tale is set, is one such kingdom." We see a bunch of those shoe-shaped airships again just before they attack a much larger airship.



Overanalysis: The king's hair is braided, with two braids dyed red at the tip. Clearly, Dalmasca is the funky haircut kingdom. The king gives Doomed a sword and sends him to lead an army into battle while Doomed asks, "Gee, father-in-law, shouldn't I go on my honeymoon first?" (He doesn't actually say that, but he's thinking it.)

There's a Viera in formal dress standing behind Ashe. Is this going on at Ashe's wedding reception? What or who is Galtea?

Scene 3

Facts "Two years later," Vaan busts through some doors on the run from someone. Next, we see Balthier pointing his left hand at Vaan and saying, "End of the line, kid! You've got something that belongs to me." There's a quick cut to Fran on her motorcycle tearing through a corridor, with Balthier riding behind her on a high back seat. This segues into a character montage.



Balthier hoists a shotgun over his right shoulder: "A sky pirate, he flies the skies of Ivalice."



Fran is riding alone on her motorcycle through a dark alley: "His partner, a master of weapons."



A close-up of Ashe's face while she's wearing her wedding gown. She turns to the camera and smiles: "A princess who had lost everything."



We see **Basch** riding toward the screen on a chocobo: "A man branded as traitor."

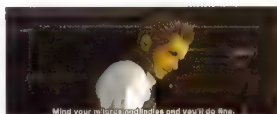


Penelo is dancing near trees holding a long see-through white veil. "A girl who wants peace."



Walking toward an airship, Vaan exclaims, "Wow, you really are a sky pirate!": "A boy who would be a pirate."

Balthier, Fran and Basch are in the background after Vaan's montage moment. Balthier responds, "Mind your m'lords and ladies and you'll do fine."



Next is a close-up of Vaan's face looking determined, then we see Balthier's airship take off and head through the sky. This blends into a new scene with air combat composed of small vehicles and large motherships. Everything is exploding, missiles are hurtling at the city below and airships are careening out of control, smashing into windows or windshields. From the air combat, the scene switches to a ground battle, as hundreds of armored soldiers fight hand-to-hand with swords or spears.

Overanalysis What is up with those pastel rings and bracelets on Balthier's left hand? It looks like he dipped them in a bowl of Lucky Charms.



If Vaan stole one of his other rainbow-colored rings, it might explain why he's so annoyed; how else can he look magically delicious? Fran's motorcycle-built-for-two is gigantic, and it's hard to believe Balthier can keep his balance on the back of that thing. When Balthier points at Vaan, he uses his left hand...but when he hoists his shotgun, he uses his right. [What? This section is called "Overanalysis" for a reason, you know.] On a purely superficial note, Basch is the best-looking male character in this group—he can betray me anytime.

Scene 4

Facts: Over these scenes of mayhem, you hear a new voice: "People of Rabanastre—do you hate the Empire? Do you hate me? I will not leave you. I will suffer your hatred. Here I will pay my debt!" The speaker is a black-haired man named Vayne, as recently revealed on the official Japanese *Final Fantasy XII* Web site.



During this speech, different scenes start flashing by at high speed. We see that Vayne is making this speech while standing in front of a castle. A soldier stabs a spear down into a fallen enemy just as the camera switches to a Moogles raising a staff at Ashe's wedding ceremony. There's a huge wedding procession with confetti

and Ashe/Doomed are seated in a carriage and waving at the crowd.



Back to warfare on the ground and in the air, as the camera sweeps under one of the large motherships to show the smaller combat airships in their hangars. There's a slow-motion shot of Balthier and Vaan either jumping or falling.



Very quick flash of lots of soldiers fighting while mounted on armored chocobos. There's also a quick look at someone observing a gigantic crystal on a pedestal in a darkened room.



You see Doomed in the midst of a huge ground battle, with explosions in the sky overhead. It looks like he stabs someone underneath him. There's a huge explosion, like someone bombed the entire building, and someone yells "Lord Rasler!"



It looks like an arrow heads straight for Doomed. Quick black-and-white flash of something that looks like a soldier swinging an axe or sword sideways, flashback to Ashe/Doomed's wedding kiss, and then we're back to the warfare.

Overanalysis: It's unsaid what kind of debt Vayne is paying. If he is working for the Archadian Empire, most likely he owes them something. He's making this speech while standing alone in front of a castle, but we can't see what the audience is doing. You'd think that if he expects hatred, he might also expect an arrow in the chest and invest in some security before addressing an enemy nation. Doomed is probably "Lord Rasler!" However, if he's just a lord and not a general, why is he leading the army? It looks like he is killed during battle, but they don't actually show the moment, so there's a sliver of a chance he survives...but until I learn for sure otherwise, he's dead to me. Hopefully that chocobo combat isn't just for cutscenes; how great would it be if you could attack while mounted in-game?

(continued)

Scene 5

Facts: Voice-Over Man returns to say, "The story of an age when magic was commonplace and airships plied the skies, crowding out the heavens." A horrific air battle changes to an idyllic scene of a lone airship flying over a lush and colorful floating island hanging in the clouds. Next, the scene switches back to the same image as the one in the beginning, except there are now several armored soldiers walking toward you before the trailer ends.



Overanalysis: These armored soldiers are probably judges. The only thing I can over-analyze is the fact they are all wearing slightly different styles of armor, even though they're the same material and color.

Bonus Trailer

The bonus trailer is a bit choppy than the opening one, and instead of having long blocks of video that deserve the definition "scene" there's a series of quick cuts that show a couple seconds of action. I've listed them all below with brief descriptions.

1. Vaan and Penelo stand on a street shading their eyes as they look up into the sky. An airship is moving overhead, partially obscuring a bright sun.

2. Bangaas are shown walking with other humanoid on a large street before there is a close-up on Vaayne. He turns his head to look at a castle and remarks, "Archdais's people choose their emperor. I am but an elected official, nothing more." As he talks, the camera moves to show he's walking with a small retinue.



3. Vaan chops down on a piece of fruit that looks like an apple, and suddenly Penelo is up in his face yelling about something, making him open his eyes wider in surprise. Next, we see them sitting and talking on some steps, then Vaan running alone down a street alley past some open-air stalls.

4. Balthier stands in the foreground with Ashe and Vaan in the rear. Ashe: "You're a sky pirate, aren't you? Then steal me. Now!"



5. Balthier and Fran looking toward the screen.

6. The back of a judge as he walks away

from the screen. There is a red symbol on the back of his black cape. It abruptly cuts to a green-skinned Bangaa, then back to the judge, who looks up at Basch, who is shackled inside a suspended cage.

7. Ashe holds her sword aloft.

8. A row of soldiers holding their guns at the ready as they wait behind a wall.

9. A man who looks like Reks pulls off his helmet to reveal his face. Basch looks up at him from inside his cage.

10. Light streams in from a doorway and a judge's helmeted head and torso appear.

11. Vaayne walks up and sees Ashe (if you watch closely, you can see Balthier's left arm and torso next to her). Ashe gives Vaayne a dirty look, and he gives her a surprised and calculating look that almost always translates into, "Now I will make you my unwilling bride" in *Final Fantasy* land. Although that's just speculation on my part.

12. Vaan turns around as several barred gates clank down behind him. Several Bangaas start backing him against a corner.

13. Balthier raises his shotgun and says, "Sky pirates! The future of Dalmasca will not be stolen!"



around as it says, "You there, we need

Balthier alive!" Penelo kneels in the background, her hands bound.



15. A statue is facing the screen holding both hands out as if waiting to receive something. Incredibly bright light is streaming out from its face. Dangling from one hand is an object that looks like a weighing scale.

16. Balthier looks at something (possibly the statue from the last cut) and smiles.

17. Vaan is sliding down a sandy hill. Bruises cover his face.

18. Balthier hides behind a pillar as several judges come down a corridor. Balthier, Fran and Vaan approach an archway.

19. Vaan is grabbing onto the bars and shaking Basch's cage violently, yelling, "Everything's your fault! You killed him—"



20. Basch is free from his cage. He says, "The time has come to tell the truth of it."

21. There's a torso shot of a person making a glowing ball of energy with their hands.

22. Vaan stares at his open right hand, then balls it into a fist. A window to his left streams in bright light; everything in the background is white.

23. Basch draws his sword as a man with white hair and a judge look at him.

24. Vaan and Ashe talk at night; several stars are visible above their heads.

25. Vaan hides behind a pillar.

26. A close-up of Penelo's face looking downcast, then the camera pulls back and we see her look up and to her left at some high windows letting a bit of light into the dark room she's sitting inside.

27. Ashe saying, "I must do this—for myself, and the fallen."



28. Vaan and Basch are in handcuffs, being led away by judges.

29. There's a close-up of a judge. It looks like he's looking at a scale.

30. Vaan and Ashe turn to look at something behind them.

31. Ashe places a silver ring in someone else's palm.

32. Very fast shot of Fran fighting or yelling; it's very hard to make out even in slow motion. A Bangaa smashes his weapon on the ground and sparks shoot out. Larsa (a Balthier lookalike), Vaan and Bangaas are together in a dark cave. A judge is fighting with Fran.

33. Ashe is being held by a judge in silver armor while a judge in gold armor stretches out his right hand and says, "A judge's duty is to the law."



34. Several judges in silver armor walking down a hallway. One says, "Such a faithful hound to cling so to a fallen kingdom."



35. Close-up on Penelo's face as she exclaims, "Vaan!" Penelo and Vaan hug.

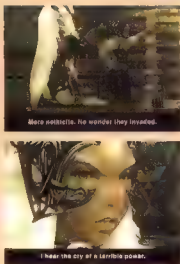
36. A judge stands next to a gigantic desk in a huge office. The desk chair is empty at first, then we see Vaayne sitting down in it. A folder is on the desk. The judge tells Vaayne something inaudibly.

37. Image of Ashe.

38. Basch stands with Reks as Reks says, "I will wage this profitless battle no more!"

39. There's a long montage of gameplay footage showing the characters battling in various locations: forest, dungeon, desert, open plain.

40. Balthier leans against a wall while Fran sits. He says, "More nethicite. No wonder they invaded." Fran turns her head as the camera zooms in on her face. She says, "I hear the cry of a terrible power."



41. There's a second long montage of gameplay footage. This time the characters are casting spells in various locations.



see." The camera focuses on his hand, and he's holding something blue. It strongly resembles a grenade, but is probably the "nethicite" referenced earlier. Balthier just watches as Larsa walks further into the cave.

43. Image of Ashe summoning Belias. White text overlays the action. It reads, "This stone is devoid of power. Empty, yet full of thirst. A terrible longing to drink the world dry."

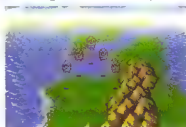
44. Ashe is gripping something in her cupped hands. You can see her wedding band clearly on her left hand. "This nethicite will be my sword. I will avenge those who have died. And the Empire will know remorse."



The trailer fades to black, then flashes the words, "Coming 2006."

FINAL FANTASY IV ADVANCE

Final Fantasy IV has been released in so many different versions at this point that it's difficult to keep track. Fans in the U.S. originally played this game on the Super NES under the name *Final Fantasy II*, or on the PlayStation as part of the *Final Fantasy Chronicles* set. This is actually the second portable version of the game; in Japan only, *Final Fantasy IV* was released on the WonderSwan Color, a handheld created by Bandai that was never released in the United States.



Game Summary [Note: Some spoilers] *Final Fantasy IV* is rife with tragedy. Within the first three hours, characters have witnessed the murder of their parents or their lovers, betrayals by close friends and the firebombing of two cities. These deeply personal crises parallel the threat to the world at large, as all spring from the same source, and it was with this version of *Final Fantasy IV* that the series truly evolved into one capable of blending excellent gameplay with epic storytelling.

It wasn't just the ambitious character-driven storytelling that made this game stand out. For U.S. audiences, who many publishers used to believe were RPG-shy (times sure have changed), it was one of the first 16-bit RPGs, and the first with an Active Time battle system.

Back then, this was considered to be cutting-edge technology. Looking back on this game now, the graphics are decidedly

"old school" but retain their original charm. On top of all this, Nobuo Uematsu's musical score for this title is some of his best work.

New Features

So what else is left to say? This is definitely one of the best games in the *Final Fantasy* canon, and repeating how great it is in a column like this one is just preaching to the choir. Lucky for us, there were several new features added to sweeten the deal: a Bestiary, Soundtrack Player, Training Dungeon and new story sequences when party members are switched.

Bestiary

Start a new game, then return to the title screen. A new option appears called "Extras." Under the Extras, you can select "Bestiary," and a long list of numbers pops up.



Some of the numbers are blank at first, but as long as you've fought the monster at least once in the game, it will fill the name in next to one of the numbers and

show you a picture of it, with all of its stats, the type of treasure it drops, how many times you've killed this type of monster and also how much experience you earn when you kill it.

We don't have enough room to show you much more of *Final Fantasy IV Advance* this month, but if you've played any other version of the game, it will all look mighty familiar on the Game Boy Advance. And yes, Edward is still useless.

New FINAL FANTASY XI Monsters

Several new monsters have been introduced into the world of *Final Fantasy XI*. Images and descriptions of the monsters are shown below.



Lamia

Half woman, half serpent, these creatures remind me of the "Maga" creatures in the old Piers Anthony *Xanth* novels. They use the bones of dead soldiers to create an undead army to guard their homes, and occasionally sneak into villages to murder men to replenish their soldier stock.



Apkallu

These seabirds look like green penguins, so of course they are automatically my favorite monsters so far. They waddle on land and swim with speed and grace underwater. They are friendly and unafraid of humans. This doesn't mean they are not dangerous when provoked.



Orobon

Large fish who use rainbow-colored appendages to lure prey closer. They normally travel near the ocean floor, which means hardly anyone has ever seen or tasted one. The Culinarian and the Fishermen's Guilds might be offering awards to anyone who can catch one.



Imps

These demons are small, cowardly and carry big air horns. These deafening instruments are used to startle enemies and to signal to allies. In the past, imps were used as messengers or scouts in the Shadow Lord's armies.

TIPS & TRICKS

COLLECTOR'S CLOSET

Vol. 52

Are you a video-game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collector's column is for you.

DIGITAL PRESS
VIDEOGAMES

IS THIS THE ULTIMATE GAME STORE?

In late November, a new video-game shop opened for business on the east coast—one that may be unlike any other video-game retailer you've ever seen. Located at 387 Piaget Avenue in Clifton, New Jersey, Digital Press Videogames stocks games for "every game system throughout the ages," from the Atari 2600, Intellivision and ColecoVision all the way up through the current-generation consoles. You'll also find tons of game-related publications and paraphernalia both old and new, several coin-



op arcade machines and even classic retail demo kiosks where you can play the "latest" games...for systems like the Sega Dreamcast and the Atari Jaguar!

What makes this store different, though, is the fact that it is owned and operated by collector extraordinaire Joe Santulli, one of the organizers of the Classic Gaming Expo and the founder/original author of *Tips & Tricks'* Collector's Closet column. Joe may have



done more than any other human being in history to promote the cause of video-game collecting as a fun and rewarding hobby, and the store represents his latest contribution to the collecting community as well as a personal dream come true. Several known game collectors have already visited the store and commented favorably about both the selection and the fairness of the prices.

If the prospect of purchasing games from a trustworthy fellow collector without the hassle of scrounging through



dirty flea markets or navigating the jungle of eBay isn't enough to make you plan a trip to New Jersey, you should also be aware of the mini-museum that's been set up inside the store. It's a large glass case that holds rare and unusual game collectibles, many of which are usually only displayed in the museum area of the Classic Gaming Expo. As this issue went to press, Joe was also setting up a section of the store with six networked PCs configured for cooperative and tournament play; it should be operational by the time you read this.

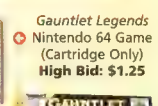
Digital Press Videogames is open from 11:00 AM to 8:00 PM Monday through Saturday and from 12:00 PM to 5:00 PM Sunday. If you do get a chance to stop by, please mention that you read about the store in *Tips & Tricks*.

AUCTION
Action

Video-Game Goodies Sold
in Recent Online Auctions



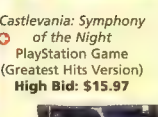
Gauntlet Legends
Nintendo 64 Game
w/Collectible Figure
(Factory Sealed)
High Bid: \$91.99



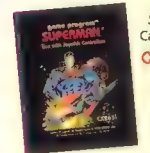
Gauntlet Legends
Nintendo 64 Game
(Cartridge Only)
High Bid: \$1.25



Castlevania: Symphony of the Night
PlayStation Game
(Original Version,
Factory Sealed)
High Bid: \$224.99



Castlevania: Symphony of the Night
PlayStation Game
(Greatest Hits Version)
High Bid: \$15.97



Superman Atari 2600
Cartridge (Sears Tele-Games
Version w/Picture Label)
High Bid: \$417.07



Superman Atari 2600
Cartridge (Atari Version
w/Picture Label)
High Bid: \$0.99



"Amy Rose" Plush
Figure by Sega
High Bid: \$4.50

Sonic Adventure
"Amy Rose"
Jumbo Plush
Figure by Sega
High Bid: \$410.00

COLLECTING GAME BOY

Part 2: Game Boy Color

Last month we explained how difficult it is to collect "complete" games for the original Game Boy because the tiny instruction manuals and flimsy cardboard boxes were often carelessly discarded by non-collector types. The same can be said of the Game Boy Color, although the situation is not quite as bad because the games are not quite as old as the black-&-white Game Boy titles.

Released in North America in 1999, the Game Boy Color had a surprisingly short life span; its software support only lasted for about four years. In retrospect, it appears that Nintendo never really spent a lot of internal resources on developing original games for the system. Aside from *Wario Land 3* and *Hamtaro: Ham-Hams Unite!*, all of the first-party Game Boy Color games released in the U.S. were either enhanced versions of existing titles or were created by second- and third-party developers. And other publishers were mostly



content with churning out token GBC adaptations of their licensed character games or software for very young kids; the Game Boy Color seems to have more "educational" games than any other handheld.

Because of these factors, there really aren't too many "must-play" Game Boy Color games outside of *Kirby Tilt 'n' Tumble*, *Shantae*, *The Legend of Zelda: Oracle of Seasons/Oracle of Ages* and possibly *Resident Evil Gaiden*. Of course, we can't neglect to mention the *Yellow*, *Gold* and *Silver* editions of *Pokémon*, but there's little chance that these titles will ever become prized collectibles because there are so doggone many of them out there! Fortunately, there are plenty of obscure GBC games for collectors to seek out.

Here's a list of the **Top 10 Hardest-to-Find Game Boy Color Games** (officially-licensed North American games only, in no particular order):



International Rally
Publisher: Konami
Release Date:
September 2000



The Flintstones: Burttime in Bedrock
Publisher:
Classified Games
Release Date: June 2001



Formula One 2000
Publisher: Take 2
Release Date:
December 2000



NHL Blades of Steel 2000
Publisher: Konami
Release Date:
April 2000



The Smurfs' Nightmare
Publisher: Infogrames
Release Date:
June 1999



Test Drive 2001
Publisher: Infogrames
Release Date:
December 2000



Top Gun: Firestorm
Publisher: Titus
Release Date:
August 2001



Ultimate Surfing
Publisher: Natsume
Release Date:
March 2001



Xena: Warrior Princess
Publisher: Titus
Release Date:
August 2001



Zoboombafoo: Playtime in Zoboaland
Publisher: Encore
Release Date:
October 2001

The last days of the Game Boy Color are shrouded in mystery; it took some time for us to track down conclusive proof that some of these titles even exist, as even Nintendo's own records are incomplete. We can say for sure that these scarce titles were released in North America, though it's likely that some of them had limited distribution and never reached the entire continent.

Other Game Boy Color Collector's Notes:



from the original Publisher, Telegames, so it doesn't really qualify as one of the "top 10 hardest-to-find" GBC titles.

* *Pokémon Pinball*, *Missile Command*, *Top Gear Pocket*, *Test Drive Off-Road 3*, *Perfect*

Dark, *Ready 2 Rumble Boxing*, *Tonka Raceway* and *NASCAR Challenge* are among the Game Boy Color cartridges that include a battery-powered rumble feature. If you're going to be storing these games for long periods of time, it's a good idea to remove the batteries, as they can leak battery acid over the course of several years and corrode the cartridges or boxes from the inside. This poses a real dilemma for those who own factory-sealed copies of these games: Should you break the shrinkwrap in



order to save the contents from damage, or leave them intact and take your chances?

* If you're a player as well as a collector, you should definitely keep an original Game Boy Color unit handy, as there are a few games that are not 100% compatible with the Game Boy Advance, mostly with regard to sound effects and/or music. *Mortal Kombat 4* and *Klax* are examples of GBC games that don't sound quite right when you play them on GBA hardware.



66 February 2006 TIPS & TRICKS

Increase amount of Defense Affinity after attacking—During combat, pause the game and press Down, Right, Up, Left, Left, Left, Left, Y, Left
Remove class requirements for equipment—In the School, pause the game and press Right, Down, Left, Up, Left, Left, Left, Left, Y, Y, Y
Disable random encounters —On the World Map, pause the game and press Right, Left, Up, Down, Left, Left, Left, Left, Y, Y, Y

Enable random encounters—On the Goal screen, pause the game and press Right, Left, Up, Down, Left, Left, Left, Left, A, A, A. Decrease CPU opponents' levels—In the League menu, pause the game and press Right, Right, Right, Up, Up, Left, Left, Left, Left, Right, Down, Down, Down, Down, Up. Increase CPU opponents' levels—in the League menu, pause the game and press Right, Right, Right, Up, Up, Left, Left, Left, Left, Right, Up, Up, Up, Up, Down. D display game version number—At the title screen, press Right, Right, Right, Right, Right, Y, X, Y, X, Up, Left, Up, Left, R, L, R, L.

GOBLIN COMMANDER: UNLEASH THE HORDE

[illegible]**GOLDENEYE: ROGUE AGENT**

"Extras" Screen Codes

Choose "Extras" from the main menu, then enter any of the following codes at the Extras menu.

Unlock all levels in Campaign and multiplayer modes—Down, Right, Down, Right, Up, Down.

Unlock One Life mode—Left, Down, Up, Right, Up, Left, Left, Down.

Uninstall movie player(s)—Right, Left, Right, Left, Down, Down, Up, Left.

Unlock all skins (Multiplayer)—Down, Left, Up, Left, Right, Down, Left, Up.

Turn off GoldenEye powers (multiplayer)—Up, Down, Down, Left, Right, Left, Left, Down.

Pause Menu Codes

To pause the game, press START to pause, then enter any of the following codes at the Pause menu:

Full health and armor Right Trigger, Right Trigger, Black, White, Black, Right Trigger, Left Trigger, Black

Black All GoldenEye powers—Left Trigger, Left Trigger, Left Trigger, Black, Right Trigger, Black, Left Trigger, Black, Left Trigger, White

Fuel GoldenEye power—Left Trigger, Right Trigger, Right Trigger, White, White, Black, Right Trigger, Facer, White, White

GRAND THEFT AUTO: SAN ANDREAS

Cheat Codes
Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to

confirm. Note: Some of the codes cannot be deactivated once you've turned them on, so you must reset the Xbox in order to restore the codes. The codes are listed in the order after entering codes; if you do, the codes will be permanently activated in your save file and your save file may become corrupt. Activating these codes may cause unpredictable results which may cause the game to "crash," especially if you have several codes in effect at once. Activating codes may also cause the game to crash from being activated. Codes that modify the appearance or behavior of vehicles or pedestrians will usually not affect those that are already in the game. Codes that modify the appearance of new vehicles or pedestrian appear the codes that cause vehicles to appear may not work if you too far from a street or other area where they appear.

Full health, body armor and \$250,000, repair damage to current vehicle—**Right Trigger, Black, Left Trigger, Up, Down, Right, Up, Left, Down, Right, Up**

Weapons Set 1 (Brass Knuckles, Baseball Bat, Handgun, Shotgun, Uzi, AK-47, Rifle, Rocket Launcher, Grenade, Flamethrower, Shotgun, Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Right, Up)

Weapons Set 2 (Knife, Handgun, Sawn-Off Shotgun, Shotgun, Grenade, Flamethrower, Flamethrower, Grenades and Fire Extinguisher) **Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Right, Up**

Weapons Set 3 (Chain Saw, Silenced Handgun,
Combat Shotgun, MP5, M4 Carbine, SAM Miss
ile Launcher and SatCHE Charge)—Right Trigger,
Black Left Trigger, Black Left, Down, Right, Up,
Left, Right, Up, Down, Left, Right, Up, Down,
Up, Down, Left, Right, Up, Down, Left, Right,
Unlimited ammunition—Left Trigger, Right Trig-
ger, X, Right Trigger, Left, Black Right Trigger,
Left, X, Down, Left Trigger, Left Trigger
Maximum magazine—Left Trigger, Right Trig-
ger, B, Black Up, Down, Up, Down, Up, Down,
B, Black Up, Down, Up, Down, Up, Down
Black "Wanted" level at the current number of
stars—B, Right, B, Right, Left, X, Y, Up
Invulnerable to melee attacks and some types of
fire—Right Trigger, A, Right, Left, Right, Right
Trigger, Right, Down, Y (Note: Your game may
crash if you trigger a cutscene while this code is active)
Superstopping ability—Up, Left, A, Y, Right
Trigger, B, B, B, White
Super high jump ability—Up, Up, Y, Y, Up, Up,
Left, Right, X, Black
Infinitely long capacity (never drown)—Down, Left
Trigger, Right Trigger, Down, Down, Black, Down,
White
CI never gets hungry—X, White, Right Trigger, Y,
Up, X, White, Up, A
Maximum weapon skills—Down, X, A, Left,
Right Trigger, Left Trigger, Left, Down, Down, Left
Trigger, Left Trigger, Left Trigger
Maximum vehicle skills—X, White, A, Right Trig-
ger, White, White, Left Trigger, Right Trigger, Right
Trigger, Left Trigger, Left Trigger
Maximum magazine—Left Trigger, Right Trigger,
Y, Down, Black, A, Left Trigger, Up, White,
White, Left Trigger, Left Trigger
Maximum stamina—Up, A, Y, A, Y, A, X, Black,
Left Trigger, Left Trigger
Maximum muscle—Y, Up, Left, Left, X, B, Left
Maximum fat—Y, Up, Up, Left, Right, X, B,
Down
Maximum muscle and fat—Y, Up, Up, Left,
Right, X, B, Right

GUNMETAL

Unlock All Missions & Weapons
At the "Select Mission" screen, quickly press **Left Thumbstick, Black, Right Trigger, Right Thumbstick, White, Left Trigger**. All missions will immediately become available on this screen. When you reach the "Armory" screen, all weapons will also be available.

THE HAUNTED MANSION

Cheat Codes
Enter the following codes at any time during gameplay (not while paused)
Invincibility—Hold **Right** on the D-pad and press **X, B, B, B, X, B, Y, A**
Weapon Upgrade—Hold **Right** on the D-pad and press **X, X, Y, Y, B, B, B, A**
Unlock "Level Select" option at the pause menu—Hold **Right** on the D-pad and press **B, B, X, Y, Y, X, B, A**
Skeleton Zeke

them down until the copyright screen has disappeared. When you start a game, Zeke will be a skeleton

invisible Zeke

At the copyright screen that appears while the game is loading, press Left Trigger + Right Trigger + X + A and hold them down until the copyright screen has disappeared. When you start a game, Zeke will be invisible.

HUNTER: THE RECKONING

Secret Codes
At any time during the game—but not while paused—enter the following codes. All directional commands should be entered with the D-pad.

All weapons—B, Up, Left, Down, Right, B
Weapons do max damage—Down, Down, B, Y, Down, Down
Random female voice sample—Right, Right, B
Random male voice sample—Left, Left, B

HUNTER: THE RECKONING—REDEEMER

Cheat Codes
Enter the following codes at any time during gameplay (not while paused)
Restore health —B, B, White White, White
Skip the current level—Black, Left Trigger, Black, Left Trigger, Up, Down, Up, Down
Unlock Werewolf/increase Conviction skill—Y, Y, Y, Y, Up, Down, Up, Down
Unlock all Special Features—X, B, X, B, Up, Up, Down, Down

THE INCREDIBLE HULK

ULTIMATE DESTRUCTION

Cheat Codes

Choose "Extras" from the main menu, then select "Code Input" and enter the following codes, if it's a valid code, the corresponding cheat will appear at the bottom of the screen. Note that some cheats can be toggled on or off, while others cannot.

R E T R O—Play the game in black & white
H I S T O R Y—Play the game in sepia
S M A S H 5—Smash Point Bonus=5,000
S M A S H 10—Smash Point Bonus=10,000
S M A S H 15—Smash Point Bonus=15,000
B R I N G I T—Doubles the value of all hea
t collectors!
A L L—All alien bugs are tax
C A N A D A—Character: Canadian Flag Shorts
A U S S I E—Character: Australian Flag Shorts
A M E R I C A—Character: American Flag Shorts
F I N S H C H I P—Character: UK Flag Shorts
D R E P A U—Character: French Flag Shorts
D E U T S C H—Character: German Flag Shorts
M U N I A N D A—Character: It's an 'ag Shorts
B A N D E R A—Character: Spanish Flag Shorts
F U R A G U—Character: Japanese Flag Shorts
E A T—Eats up all alien bugs in the same
way, but they will not work until you've com
pleted certain goals in the game. Seven of
them will work after you find the comic that re
quires the corresponding code, while the last
two need to be found before you can play.
D E S T R O Y—Doubles Hulk's damage values
R O G G I E—Doubles the speed of traffic and
makes it more aggressive
P I L L O W S—Low gravity
S A F E Z O N E—Replaces all missiles in the Bad
lands with coins
T R A N S I T—Replace a missile with buses
K I N G K I N G—Rep-acts as 'l'amp post with
missiles
S U I T F I T—Character: Joe Fris
C L A S S I C—Character: Classic Grey Hulk (Note
this cheat will not work until you have collected
all 60 comics)
I N F I N I T E—Character: Abom Nation 1 (Note:
this cheat will not work until you have finished
the game)
There's also one special character who becomes
unlocked in the "Buy" menu after you finish the
game: **W H O O P I E**—A whooping 1,000,000
Smash Points to buy!

THE INCREDIBLES

Cheat Codes

At any time during the game, press the **START** button to pause, then select "Secrets" from the Game Paused menu and enter any of the following codes. Note that some codes will only work when you are playing as one specific character.

U D D L R B A S—Refill health meter
S M A R T B O M B—Kill everything within range of Mr Incredible
S H O W T I M E—Refill Mr Incredible's invincibility meter
F I X I B L E—Refill Mr Incredible's Incredimeter
M C T R A V I S—Infinite incred-meter for a limited time
K R O N O S—Double damage/blur effect

THE DUE DIBIDES—Take less damage for a limited time
GAZEBEAM—Temporary eye beam power
SASSMODE—Speed up gameplay
BWTHEMOVIE—Slow down gameplay
ENSTEINUM—Big heads
DEEOLEEV—Tiny needs
ATHLETESFOOT—Mr. Incredible's feet leave a blazing trail
INVERTCAMERA Y—Invert left/right camera controls
INVERTCAMERA X—Invert up/down camera controls
BHUD—Enable/disable interface graphics
QUORNAME IN LIGHTS—Display the credits
HI—Display Heavy from long

JUICED

Cheat Code
Select "Extras" from the main menu, then select "Cheats." Enter the code "PINT" to unlock all cars and tracks in Custom Mode and all cars and Series races in Arcade Mode.
Enable Progressive Scan Mode
On the "Warning" screen, press and hold A + B + X + Y for one second. You will be taken to a screen where you will be able to enable progressive scan mode.

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING
Secret Codes
At any time during gameplay, quickly enter any of the following codes.
Y, A, X, B, A, Y—Infinite health
X, B, Y, A, X, B—Infinite ammunition
Y, R, A, B, Y—Infinite Ring use

THE LORD OF THE RINGS

THE RETURN OF THE KING
Experience Increase
 At any time during the game, press **START** to pause, then enter the code listed below for the character you're playing to increase that character's experience by 1,000 points
Arwen—Hold Left Trigger + Right Trigger, press **Up**, **Y**, **A**
Frodo—Hold Left Trigger + Right Trigger, press **Down**, **Y**, **Up**
Gandalf—Hold Left Trigger + Right Trigger, press **B**, **Y**, **Up**
Gimli—Hold Left Trigger + Right Trigger, press **B**, **B**, **Y**, **A**
Legolas—Hold Left Trigger + Right Trigger, press **Y**, **Up**
Samwise—Hold Left Trigger + Right Trigger, press **Y**, **A**, **Down**, **A**

THE LORD OF THE RINGS: THE TWO TOWERS

Secret Codes

At any time during the game, press **START** to advance, then enter any of the following codes. Press **D-Pad** to enter the directional commands.

Restore health—**Hold Left Trigger + Right Trigger** and press **Y, Down, A, Up**

Restore missiles—**Hold Left Trigger + Right Trigger** and press **A, Down, Y, Up, Left**

The Level Upgrades—**Hold Left Trigger + Right Trigger** and press **B, Right, B, Right**

All Level 4 upgrades—**Hold Left Trigger + Right Trigger** and press **Y, Up, Y, Up**

All Level 6 upgrades—**Hold Left Trigger + Right Trigger** and press **X, Left, X, Left**

All Level 8 upgrades—**Hold Left Trigger + Right Trigger** and press **A, A, Down, Down**

1,000 upgrade points—**Hold Left Trigger + Right Trigger** and press **A, Down, Down**

Secret Codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears as a gold ring on the right side of the Halo 3 ring. You must first reach the Helm's Deep, Hornburg Courtyard stage and reach Level 10 with any character, this will unlock the Secret Mission for that character. After beating the Secret Mission, the Secret Mission will be unlocked. You must then select the option you've beaten the Secret Mission while playing as the secret character, the Secret Codes option will be unlocked and you'll be able to use the following cheats.

Always devastating—**Hold Left Trigger + Right Trigger** and press **X, X, X, X**

Small enemies—**Hold Left Trigger + Right Trigger** and press **Y, Y, A, A**

Slow motion—**Hold Left Trigger + Right Trigger** and press **Y, A, A**

Shrink enemies—**Hold Left Trigger + Right Trigger** and press **X, B, A, Y**

All upgrades—**Hold Left Trigger + Right Trigger** and press **B, B, B, B**

Unlimited ammo—**Hold Left Trigger + Right Trigger** and press **A, B, B, B**

CRASH BANDICOOT PURPLE: RIFTO'S RAMPAGE

Secret Codes
At the Story Mode/Party Mode/Trading/Credits menu, press L + R to access the code entry screen and enter any of the following codes. Note: The "wumpa fruits" codes can only be used once in each saved game.
CR45H=100 wumpa fruits
574 CK=200 wumpa fruits
CDF33=500 wumpa fruits
WH15TL3=Mayan Jungle* card
PHON3T4G=Sewers* card
K1L4Z=Joss grenades with the R button
5W1NG537="Spory Party USA" mini-game
CV32-View a cutscene
CRD175=View the credits
C0M0=Green pants
574 CY=Black pants
R0B0=Orange pants
WVMP4F00T=Purple graphics
LAMP4P051=Orange graphics
P835N17Z=Black and white graphics
Spory Party USA Mini-Game
Hold L + R when turning on your Game Boy Advance with Crash Purple inside instead of Crash Purple, the "Spory Party USA" mini-game will appear.

CROUCHING TIGER, HIDDEN DRAGON

Passwords
At the main menu, choose "Continue" and enter the following passwords to warp to the corresponding boss battle.
62MK=Yu Shu Lien
74DB=Dark Duck
31D4=Lu Ma, Ba

CT SPECIAL FORCES

Special Passcodes
The following passcodes will give you the option to choose between Stealth Owl and the secret character, Raptor.
2020-Snow Covered Mountains
1407-The And Desert
7204-The Hostile Jungle
0108-The Forbidden City

DANISH PHANTOM: THE ULTIMATE ENEMY

Passwords
DASH=Unlocked "Dash's Haunted Locker" minigame
ECTO=Unlocked "Hiden's Ghost Seek" minigame
JAZZ=Unlocked "Levitating" minigame
JUS=Unlocked "Ghost Area's" Boss Rush Mode
5EEK=Unlocked "Sam's X-Ray Ecto Detector" minigame
VLA D=Unlocked Easy and Hard Mode

DARK ARENA

Cheat Passwords
KNGHTSP=All keys available
LMSPLN=All maps available
THRLDMS=All weapons available
NDCSDRT=Infinite ammo
HLCND5B=Infinite health
NFTFRVLH=Level skip (press START to pause the game, press A to view the map, then press SELECT at the map screen to skip the current level)
NRYRDD=Enable vowels at password entry screen
ALL=Activate all cheats simultaneously

DAVE MIRRA FREESTYLE BMX 3

Cheat Codes
At the title screen, press R, L, R, L, B, L, L. You will hear a sound to confirm that the characters Flash and Metal have been unlocked.

DISNEY STAKE ADVANCE

Passwords
B59J527=Start with 10 lives
3ZJM777=Campaign #2 SCUD Buster
K32L8Z=Campaign #3 Embassy City
F9R8B8=Campaign #4 Nuclear Storm
F9N3CJ8=See the ending

DOXTER'S LABORATORY: DEASTER STRIKES!

Cheat Codes
At the title screen, the game, press START to pause, then enter any of the following cheat codes at the pause menu.
Fast Dexter=L, R, R, L, R, L, R, L, R, L, R, L, R, R
Strong Dexter=L, R, R, L, R, L, R, L, R, L, R, L, R, L, R
Get double ammo=L, R, R, L, R, L, R, L, L, L, L, R, L, R
L8 Damage=L, R, R, L, R, L, R, L, L, L, L, L, L, R
Robots are weak=L, R, R, L, R, L, R, L, L, L, R, L, R
One more try=L, R, R, L, R, L, R, L, L, R, L, R, L, R
Low gravity=L, R, R, R, R, R, L, R, L, R, L, L, R

Dexter-roo=L, R, R, L, R, L, R, R, R, L, L, R, L, R
Sippery floor=L, R, R, L, R, L, R, R, L, R, L, R, L, R
Snow enemies=L, R, R, L, R, L, R, L, L, R, L, L, L, L, L
Fast enemies=L, R, R, R, R, L, L, L, R, R, R, R, L, L
Strong enemies=L, L, R, R, R, L, R, R, L, R, L, L, L
Controls are reversed=L, R, R, R, R, R, R, L, L, L, L, L
Ladders 1-3=Waterfall City
Ladders 4-6=Treehouse
Ladders 7-11=Canyon City
Ladders 12-15=Underwater level
Ladder 16=Diamond Cavern

DINOTOPIA

Level Select
At the title screen, press Up, Up, Down, Down, Left, Right, A, Left, Right, B. The "Press Start" display will start glowing if you've entered the code correctly. Press START, then select "Credits." When the credits finish, you'll be on a farm level with several ladders that will warp you to different levels as follows:
Ladders 1-3=Waterfall City
Ladders 4-6=Treehouse
Ladders 7-11=Canyon City
Ladders 12-15=Underwater level
Ladder 16=Diamond Cavern

DISNEY SPORTS SKATEBOARDING

Secret Codes
At the title screen—while the words "Press Start" are flashing—press Up, Down, Down, Left, Left, Right, B, A. You'll hear a signal to confirm the code. Now start a game; at the Board Select screen, you'll find a new, powered-up board called "Anger Hammer."

DK: KING OF SWING

Secret Passcodes
At the title screen—while the words "Press Start" are flashing—hold Up + L + B and press A. You'll hear a chime and a Password menu will appear where you can enter the following code:
5860327=Unlocked "Climbing Race 5" Jungle Jam event
35805225=Unlocked "Obstacle Race 4" Jungle Jam event
5842922=Unlocked "Attack Battle 3" Jungle Jam event

DONKEY KONG COUNTRY

Cheat Codes
Enter either of the following codes at the "Select a Game" menu, you'll hear Diddy say "Not bad!" to confirm.
Start with 50 lives=Hold SELECT, press B, A, R, A, L.
Sound test menu=Hold SELECT, press B, A, L, A, Down

DONKEY KONG COUNTRY 2

Cheat Codes
Choose "Start" from the main menu, then select "Options" at the Select Save Screen, then select "Options" and enter the following codes:
HELPME=Start with 15 lives
WEAKING=Start with 55 lives
WEELRIC=Start with 50 Banana Bunch Coins
WEELARD=No DK Barrels
OQCARA=No DK or Star Barrels
FREEDOM=Unlocks every stage
ONETIM=Access Music Player menu
KREDITS=See the credits

DONKEY KONG COUNTRY 3

Passwords
Choose "Options" from the Select Save Screen, then select "Cheats" and enter the following passwords:
MONKEY=Start with 55 lives
AQUA=Get all the Bonus Coins
EXTRA=Start a Unlocked "Franky's Rentals," "Swanky's Bath" and "Cranky's Doodle" minigames at the "Extra" menu
MUSI=Access Music Player menu
HADER=No Star Barrels
TUFER=No DK or Star Barrels (only when starting a new game)
KREDITS=See the credits

DOOM

Cheat Codes
At any time during the game, press START to pause, then enter any of the following cheat codes at the pause menu. Note: If you enter the codes too fast, they won't work.
Computer area map=Hold L + R, press B, A, A, A, A, A
Radiation shielding suit=Hold L + R, press B, A, A, A, A, A
God Mode=Hold L + R, press A, B, A, A, A, A
All weapons + refill ammo=Hold L + R, press A, B, A, A, A, A

Berzerk=Hold L + R, press B, A, B, A, A, A, A, A
Temporary invulnerability=Hold L + R, press B, B, B, A, A, A, A
Skip to next level=Hold L + R, press B, A, B, A, B, A, A
Sk to ahead 10 levels=Hold L + R, press A, B, A, B, A, A, A

DOOM B

Cheat Codes
At any time during gameplay, press START to pause, then enter any of the following codes.
Computer area map=Hold L + R, press B, A, A, B, A, A, A
Radiation shielding suit=Hold L + R, press B, B, A, A, A, A, A
God Mode=Hold L + R, press A, B, A, A, A, A, A
All weapons + refill ammo=Hold L + R, press A, B, B, A, A, A, A
Berzerk=Hold L + R, press B, A, B, A, A, A, A, A
Temporary invulnerability=Hold L + R, press B, B, A, A, A, A, A

DOUBLE DRAGON ADVANCE

Cheat Codes
Choose "Options" from the main menu and enter the following codes at the Options screen. Unhook sound test=Hold the SELECT button and press R, L, R, L
Unhook "Spent" difficulty setting=Hold the SELECT button and press Up, Down, Down, Left, Right, Left, Right
Allow up to 10 credits=Hold the SELECT button and press L, R, Down, L, R, Down, L, R, Right

DRAGON BALL Z: GT-TRANSFORMATION

Cheat Codes
Enter any of the following codes at any time during gameplay (not while pausing). You'll hear a small chime to confirm each code.
Refill health=Down, Up, Right, Left, Up, Right, Down, 8
Refill energy=Down, Up, Right, Right, Left, Right, Left, B
Max out all stats=Down, Down, Down, Up, Up, Up, Right, Right, Right, Up, Down, Right, Up, B
Temporary super speed=Right, Up, Down, Right, Up, Down, Right, Up, B
Temporary infinite energy=Up, Down, Up, Down, Left, Right, Right, Up, B
Temporary super strength=Right, Up, Right, Right, Up, Right, Left, Left, Left, Left, B
Secret Characters
Enter any of the following codes at the main menu. You'll hear a small chime to confirm each code.
Unhook 55 Goku=Left, Right, Left, Right, Up, Up, B
Unhook 55 Vegeta=Left, Right, Left, Right, Up, Down, B
Unhook Piccolo=Left, Right, Left, Right, Up, Down, B
Unhook 554 Goku=Left, Right, Left, Right, Up, Down, Super Baby Vegeta=Left, Right, Left, Right, Down, Down, Up, B

DRAGON BALL Z: THE LEGACY OF GOKU

Invisiblity
During the introductory video scene that appears before the title screen, press Up, Down, Down, Left, Right, B, A; you'll hear a chime to confirm the code. Now Goku's health meter will not be depleted when he is attacked.

DRIVEN

Unhook Everything
At the main menu, select "Top Secret Cars," then enter "2 9 8 0 1" as your password. You'll immediately enter the game's credits, and afterward every car, course and mode will be unlocked.

DRONE RACERS

Cheat Codes
At the main menu, press SELECT to access the "Enter Code" screen, then enter any of the following codes. Note: Some of the codes can't be disabled unless you reset the game data at the Options menu.
CUPUP=Unhook all tracks and cups
ALL4ME=Unhook all tracks
BIFFI=Max, combines for all cars
B1G1G=Unhook the effects of all the above codes
LOGRAV=Low gravity
IACAR=Weird sound effects

DUAL BLADES

Extra Difficulty Level
Highlight "Difficulty" at the Options menu and press Left, Left, Left, Left, Right, Right, Right, Right, B. You'll enter the code very quickly, especially the last three buttons; if you're too slow, you'll be sent back to the main menu.

when you press B. If you're fast enough, a new "Impossible" difficulty level will be unlocked.

DUKE NUKEM ADVANCE

Secret Cheats Menu
At any time during gameplay, press START to pause, then hold L and press Left, Up, A, Up, Left, A, START. SELECT a Secret menu will appear with a level select and various other options.

EARTHWORM JIM

Stage Select
At any time during the game, press START to pause, then enter any of the following codes while the screen is dark to go directly to another stage.
Skip to the next stage in order=Right, R, B, L, A, R, B
Warp to "What the Heck?"=SELECT, R, B, Down, L, B
Warp to "Down the Tubes"=Up, L, Down, A, R, A
Warp to "Snort a Problem"=R, Up, SELECT, L, R, Left
Warp to "Level 5"=L, A, B, A, L, R
Warp to "For Pete's Sake"=Right, Left, R, L, A, R
Warp to "Buttville"=A, Up, R, A, R, A, SELECT

EARTHWORM JIM 2

Passwords
P9VNB=Lozrenzo's Son
F1LD8=Puppy love (Part 1)
N8TL8=Villi People
J4P1G4=The Flying King
D2MGD2=Puppy Love (Part 2)
K5Q1G4=Udderly Adducted

ECKS VS. SEVER

Ecks Passwords
EXTREME=Mission 2
EXCITE=Mission 3
EXCAVATE=Mission 4
EXCALIBUR=Mission 5
EXTORT=Mission 6
EXPIRE=Mission 7
EXACT=Mission 8
EXCALIBUR=Mission 9
EXHUME=Mission 10
EXONERATE=Mission 11
EXPEL=Mission 12
Sever Passwords
SEVERE=Mission 1
SURVIVE=Mission 3
SAVANNA=Mission 4
SUFFER=Mission 5
SULPHUR=Mission 6
SERVE=Mission 7
SEETH=Mission 8
SEVERAL=Mission 9
SEVERANCE=Mission 10
SACRAGE=Mission 11
SACROSANCT=Mission 12

ED, EDDY & EDDY: JAWBREAKERS!

Cheat Codes
Enter the following codes at the title screen, while the words "PRESS START" are bouncing past. You'll hear a blurring sound to confirm each code. The level selection option will appear under "Game Cheats" at the main menu.
Level select=Hold the L button and quickly press Left, Left, Right, Down, Down, Up, Right. All characters have jetpacks=Hold the L button and quickly press Left, Up, Right, Down, Left, Left, Up
All pickups=Hold the L button and quickly press Left, Left, Right, Right, Up, Left
All protect (invulnerability)=Hold the L button and quickly press Left, Down, Down, Right, Right, Left, Down

EXTREME GHOSTBUSTERS

Passwords
HGBN14VJ=The Big Building, The Hall
5PMDTFKZ=The Big Building, The Corridor
Z1Q5R3JTS=The Big Building, The Offices
30J8Z1B8=The Cemetery, Racing 2
B8NK345M=The Cemetery, The Main Aisle
V8J8NVGLC=The Cemetery, The Crypt
M0D9KCT8=The Cemetery, Closer to the Underworld
V0D9KFTS=The Broadway Star Theatre, Racing 3
M0D9KCT8=The Broadway Star Theatre, In the Wings
M0D9KCT8=The Broadway Star Theatre, Etheral Ball
V50P6JLTC=The Broadway Star Theatre, On Stage
V53J1L9TW=The Broadway Star Theatre, On Stage

L O K 9 K H T C—The Botanical Museum: Racing
W S J P J L Z T W—The Botanical Museum: Don't
 Forget the Guide
W S F K P H W T—The Botani cal Museum: Car-
 nageous and Hungry
M S Z 9 P 7 T W—The Botanical Museum: The
 Final Confrontation
V S P P M H T B—The Botanical Museum: Boss

F-14 TOMCAT

Passwords
P X S B S Z L—Miss on 7
S F G I D H W—Mission 14
L K F D S P V—Mission 20

P-ZERO: MAXIMUM VELOCITY

Enter the Jet Vermin
 At the name entry screen, select "Entry," then enter your name as "T8T." Next, start any game under that name. When you reach the machine selection screen, press L, R, START, L, L, SELECT. A secret reward screen will appear: Enter V-J 4 6 V 9 A - 3 0 as your password. Now you'll be able to select the Jet Vermin.

THE FAIRLY ODDFAMILIES: CLASH WITH THE ANTI-WORLD

Passwords (Medium Difficulty)
V H J Y R Y R—Level 3
O B Z S P Z B—Level 3
K S C X N J I H—Level 4
G B K O G S 5—Level 5
Q K B K T W F—Level 6
Q 4 K G H G—Level 8
V H Y D S V F—Level 9
V L F C B M Z—Level 10
K M T W W Y H—Level 11
V S P D J N I—Level 12
V Y 9 C V W F—Level 13
D M D M G 5—Level 14
Q 17 K 9 9—Level 15
V D G G N C J—Level 1 (after beating game once)

THE FAIRLY ODDFAMILIES: ENTER THE CLEFT

Password
 Country Boy, Country Boy, Country Boy, Country Boy
 V S D V H T—Secrets cleared

FINDING NEMO

Cheat Password
M 5 H M—Unlock all levels and gallery pictures

FIRE PRO WRESTLING

Unlock All Wrestlers
 Choose "Edit" from the main menu, then access the "Edit Wrestler" option and select "Name Entry" at the Wrestler Edit Menu. Enter the following names exactly as shown:

- Change the nickname from "Fire Fighter" to "ALL"
 - Change the first name from "FIRE PW" to "STYLE"
 - Change the last name from "A" to "CLEAR"
- Now press **START** to confirm. Notice that the wrestler's name has not changed on the Wrestler Edit Menu. Now all of the secret wrestlers have been unlocked.

FIRE PRO WRESTLING 2

Unlock All Wrestlers
 Choose "Edit" from the main menu, then access the "Edit Wrestler" option and select "Name Entry" at the Wrestler Edit Menu. Enter the following changes exactly as shown:

- Change the nickname from "Fire Soldier" to "ALL"
- Change the first name from "FirePro" to "WRESTLER"
- Change the first name from "MF" to "CLEAR"
- Toggle the Exchange option to "Off."

Set the Middle option to "C."

Press **START** to confirm, then save the created wrestler. Now a of the secret wrestlers have been unlocked.

FRIGGIE'S ADVENTURES 2: THE LOST WIND

Secret Levels
 At the main title screen, press Up, Down, Down, Left, Right, Left, B, A, you'll hear a signal to confirm. With this code in place, press R Button at the n menu to access a new set of secret levels called "Magician's Realm."

GOLDEN SUN

Customize Player Names
 At the name entry screen that appears when you start a new game, press the **SELECT** button three times; you'll hear a chime. After you choose the name of the main character, you'll be able to choose different names for Gant, her and Mia. At any time before you've finished naming these three additional characters, press

Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, and you'll be able to rename Fies, Jenna and Sheba as well.

GRANDUX GALAXIES

Power-Up
 At any time during the game, press **START** to pause, then press Up, Down, Down, L, R, L, R, B, A. When you unpause, your ship will be equipped with the highest level of all power-ups. This code can only be used once per game.

Self Destruct
 At any time during the game, press **START** to pause, then press Up, Down, Down, Left, Right, Left, Right, B, A. When you unpause, your ship will be equipped with the highest level of all power-ups... but it will self-destruct after a few seconds.

GRAND TURTLE AUTO

Stage Select
 At the main menu, press Left, Right, Up, Down, L, R (you'll hear a chime), then hold the **START** button and press A. A new "Pick Level" option will appear at the bottom of the main menu. After entering this code, you can also press B at the main menu to view the game's credits.

Cheat Codes
 At any time during the game, hold A + B and press **START**; you'll hear a signal and the words "Cheat Mode On" will appear on the screen, and your character's coordinates will also be displayed. Now you can enter any of the following codes during gameplay (not while paused):

- Left, Right, Up, Down, B, B—Max health
- Left, Right, Up, Down, A, A—Max armor
- Left, Right, Up, Down, A, A—Earn \$15,000
- Left, Right, Up, Down, L, A—"Wanted" level +1
- Left, Right, Up, Down, A, A—"Wanted" level +1
- Left, Right, Up, Down, R, R—Toggle max "Wanted" level to "Wanted"

GT ADVANCE CHAMPIONSHIP RACING

Secret Codes
 Enter any of the following codes at the title screen:

- Press the ending credits—Hold L + R and press B
- Unlock Extra 1 mode (go kart racing)—Hold L + R + Right and press B
- Unlock Extra 2 mode (formula car racing)—Hold L + R + Left and press B
- Unlock all tuning parts—Hold L + R, point the D-pad in the **Down/Right** position on the press B
- Unlock all cars—Hold L + R, point the D-pad in the **Up/Left** position and press B
- Unlock all courses—Hold L + R, point the D-pad in the **Up/Right** position and press B

Password
 S/P/D W1/H LQ8S >VbB—Unlock all Chnamo-on-model vehicle classes

GT ADVANCE 3: PRO CONCEPT RACING

Cheat Codes
 Enter the following codes at the title screen, while the words "Press Start" are flashing:

- Have all Tuning Parts—Hold L + B and press Up
- Unlock Extra Mode—Hold L + B and press Down
- Unlock all cars—Hold L + B and press Left
- Unlock all tracks—Hold L + B and press Right

GUNDAM SEED: BATTLE ASSAULT

Password
 W L J K 7 S D O S—Unlock all Mobo S units and Very Hard difficulty setting

HEY ARNOLD: THE MOVIE

Play as Helge
 At the "Area Select" screen, press Up, Down, Right, Left, Left, Right, Down, Up, **SELECT**. To return play as Arnold, just enter the code again.

HOV WHEELS STUNT TRACK CHALLENGE

Secret Options
 At the main menu, then enter the following passwords:

- C L F N O R W B—Unlocks all tracks
- N Game Show Mode and Champ on League mode
- S L T B G L G—Unlocks a 1 lesson in Stunt School

THE INCREDIBLE HULK

Level Select
 Press **START** at any time to pause the game, then press **Down, Right, Down, Right, Left, Left, Up** to skip the current level.

THE INCREDIBLES

Level Select
 Enter the password "Y C P 6." You'll be sent back to the main menu, where you'll see some numbers in the lower right corner of the screen. Use the L and R buttons to change the number to that of the level where you wish to begin.

Passwords

M S W L—Level 1-1
K B V L—Level 1-2
6 9 N N—Level 1-2
G V Y V—Level 1-3
V 3 K K—Level 1-3
9 4 H R—Level 2-1
2 W L G—Level 2-1
S P 7 T—Level 2-1
K D P 3—Level 2-2
Y 2 T F—Level 2-3
6 1 2 N—Level 2-3
B H B V—Level 2-3
M Q S R—Level 2-4
3 Y T K—Level 2-4
7 6 D S—Level 2-4
6 1 5 N—Level 2-5
S N J—Level 2-5
6 1 5 N—Level 3-1
B F 2—Level 3-1
6 1 5 N—Level 3-2
Y V K K—Level 3-2
K G T Y—Level 3-2
D R 6 E—Level 3-3
2 3 2 B—Level 3-4
9 1 5 M—Level 3-5
F C 7 3—Level 3-5
M L 2 L—Level 3-5
V X 6 G—Level 3-6
Y W K J—Level 3-6
G Q Z J—Level 3-6
R H 2 T—Level 3-7
3 1 3 K—Level 3-7
7 1 T—Level 4-1
M L 1 7—Level 4-1
Y X F C—Level 4-2
Y X F C—Level 4-2
V W A C—Level 4-5
Y X 1 F—Level 4-6

THE INCREDIBLES: RISE OF THE UNDERMINDER

Cheat Passwords
L L V L V L—Enable stage select option at the difficulty select screen (press L or R to change the starting level, toggle on-screen debug data during gameplay by pressing **SELECT**)
Z Q M B 1—Unlimited Increaser meter
X 4 V 1 3—Invulnerability (enemies and obstacles don't affect you, items can't be picked up)
S H B R 1—Invulnerability - unlimited Increaser meter
C R 3 D 1 T—View the credits

INSPECTOR GADGET: ADVANCE MISSION

Passwords
*** 7 M M 1 4**—Status of Liberty in the Statue
*** 3 H M 1 4**—Status of Liberty: The Flame of Watch
R 3 M 6 4—The Tower: The Tower Keeps Watch
R 7 H 3 6 4—The Tower: The Light
*** C H 1 2 4**—The Tower: Higher Than Everything
*** H 3 M 2 4**—The Great Wall: At the Foot of the Great Wall
R 5 3 M R 4—The Great Wall: On the Great Wall
*** 3 R M 3 3**—Big Ben: The Palace
R H R M 3 7—Big Ben: The Top
R C 7 M 2 7 P—Egypt: The Valley of Kings
*** 9 R 3 3 X P**—Egypt: The Great Pyramid

THE INVINCIBLE IRON MAN

Cheat Codes
 Enter any of the following codes at the title screen while the words "Press Start" are flashing:

- Invincibility—Right, Up, Left, A, Right, **SELECT**
- Unlimited—Up, Down, B, A, Right, Up, Down, Right
- Unlock all Gallery images—Up, Down, Left, Right
- Brave Saved Game RAM

At the Password entry screen when the words "Press Start" are flashing—DO NOT enter the following code: Up, Down, Down, Left, Right, Left, Up, B, A, **SELECT**. Start. If you do, you'll reset the game's EEPROM chip, deleting all of your saved game data.

IRIDIUM 3D

Stage Select
 Enter the Password entry screen and enter the code "SHOWTIME3" (be sure to include the "3" symbol). Now you'll find two new items at the Options menu: "Start Level" allows you to start at any stage and "Start at Boss" lets you skip directly to the boss of the stage you chose.

Quick Exit
 Enter the Password entry screen and enter the code "F313C10N" (be sure to include the "3" symbol). Now you can exit to the title screen at any time by pressing the **SELECT** button during the game.

Picture Gallery

Enter the password "GALL3RY" (be sure to include the "3" symbol). This allows you to view a "side show" of Indian 3D artwork.

IRIDIUM II

Cheat Passwords
 Choose "Passwords" from the main menu and enter any of the following codes:

- 4 R C B L—Unlock Arcade Mode, Challenge Mode, Gallery and Credits
- G 4 X L—Unlock Jukebox
- H 4 L L—Unlock Arcade Mode, Challenge Mode, Gallery, Jukebox and Credits
- I B H 3 4 D—Large SHM Fighter
- I M I C B 0—Tiny Shm Fighter
- S H I P 1 2 1—Play as the new SHM Fighter from the game's intro sequence

JACKIE CHAN ADVENTURES

LEGEND OF THE DARK HAD
Stage Select
 At the title screen—when the words "Press Start" appear—hold the R button and press B, A, Left, Down, Up, Right. A menu will appear that allows you to warp to any stage. Set the "Scrolls" option to "All" to start with all the Special Scroll Attacks.

JAMES POND: CODENAME ROBOCOD

Cheat Codes
 To activate the cheat codes in **Codename Robocod**, you must pick up specific items in a specific order without picking up any other items in between. If you can see the first letter of each item, you'll see that the letters will spell out words that can help you to remember the order in which the items must be touched. All of the items listed below can be found on the outside of the castle, for example, you'll see the Cake, Hammer, Earth (globe), Apple and Tap (faucet) on a ledge just above you at the start of a new game.

- Unlimited Lives—Touch the Lvs, Ice cream, Violin, Earth and Snowman in that order
- Invincibility (not permanent)—Touch the Cake, Hammer, Earth, Apple and Tap in that order
- Refill energy—Touch the Penguin, Oil can, Watermelon, Earth and Rocket in that order

Passwords
S 1 S K P Q V Q C K—Level 1 complete
S 1 S K P Q N O T—Level 2 complete
R 1 2 N P Z P N P Z—Level 3 complete
Q 1 2 N P Z S F T X—Level 4 complete
O 1 2 L M X T K T K—Level 5 complete
R 1 2 N P Z S F T X—Level 6 complete
Y 8 1 M M X T F J—Level 7 complete
M 1 5 N M V R T M—Level 8 complete
T 8 1 M M X V R T M—Level 9 complete
S 1 S K P Q V Q C K—Level 10 complete
K 4 2 M B N Z B K Q—Level 11 complete
K 4 2 Y B N P M X K—Level 12 complete
M 7 2 L B N X R K—Level 13 complete

JAZZ JACKRABBIT

Cheat Codes
 At any time during the game, press **START** to pause, then enter any of the following codes. Note: Each of the "space credits" codes can only be used once per game.

- Infinite health—L, L, Left, R, Right, R, Up, Down, Left, Right, L
- All weapons/refill ammo—L, R, Left, R, L, Right, L, R, L, Left, R
- 500 space credits—Left, Right, Left, Left, L, Up, Up, Up, R, L, L
- 1,000 space credits—Up, Down, Up, Down, Left, Right, Right, R, L, R, L
- 5,000 space credits—Up, Right, Down, Left, L, Left, Right, R, L, L

Stage Select
 At the main menu, press Left, Down, L, L, Up, Down, R, Right, Up, Right, L, R. You'll hear a signal and a "Level Select" option will appear. Note: The "space credits" cheats listed above will not work if you start a game using the Level Select option.

JET GRIND RADIO

Sega Screen
 If you press A, B or **START** at least eight times during the copyright screen that appears at the start of the game, you'll hear the famous "Sega" screen at the Sega logo instead of the "singing" version.

JURASSIC PARK III: PARK BUILDER

Cheat Code
 Start a new game and name "Bonus-Park" as the name of your park. You'll start the game with \$50,000,000 and earn an additional \$1,000,000 for exceeding the \$50,000,000 mark.



Nintendo DS tips

ADVANCE WARS: DUAL STRIKE

Unlock Additional Battle Maps
Insert either of the *Advance Wars Game Boy Advance* games into the GBA cartridge slot of your DS before power on to the system to play *Advance Wars Dual Strike*. Select "Battle Maps" from the main menu and you'll find that additional maps are available. If you have *Advance Wars* inserted, you can purchase the Hachi's Land, Nelt's Land and *Advance Wars Battle Maps*. If you have *Advance Wars 2: Black Hole Rising* inserted, you'll be able to purchase the Sturm's Land, Lash's Land and *Advance Wars Battle Maps*. Each of these maps can be purchased for only one point.

Unlock Advance Wars Custom Map

At the System Menu, screen, choose "Design Room," then select "Map" and immediately hold down the L and R buttons while the screen fades out. A special pre-made map will appear with terrain that spells out: "Advance Wars"

CASTLEVANIA: DAWN OF SORROW

Unlock Items

If you start a new game of *Castlevania: Dawn of Sorrow* with a copy of the *Game Boy Advance* game *Castlevania: Aria of Sorrow* plugged into the GBA cartridge slot of your Nintendo DS, a special "Rare Ring" accessory will appear in your inventory.

FEEL THE MAGIC: KYXX

Unlock Items

To unlock the following items, simply insert the corresponding Game Boy Advance card: *ds* into the GBA slot of the DS before turning the system on.
Insert *Payo Pop* cartridge—Unlock *Maniac Head Piece 19*
Insert *Sonic Advance* cartridge—Unlock *Maniac Head Piece 17*
Insert *Sonic Battle Card ds*—Unlock *Maniac Head Piece 21*
Insert *Sonic Pinball Party* cartridge—Unlock *Maniac Head Piece 20*
Disappearing Bikini
Select "Option" from the main menu, then select the Japanese language setting. Exit from the Option menu to the main menu and you'll find that the bikini has been removed from the fella's silhouette.

Sample Your Voice

Press Down + Y at the title screen, then speak into the microphone while the recording icon is blinking at the bottom of the lower screen. The sound you recorded will now play randomly as part of the music at the title screen. Press Down + X to trigger the recording on command, press *Down/Left* + X to play it at a slower speed or press *Down/Right* + X to speed it up.

FRÖGGER: HELMET CHAOS

Unlockable Costumes

If you play *Frogger: Helmet Chaos* with one of the following Game Boy Advance games plugged into the GBA cartridge slot of your Nintendo DS, a special costume will be unlocked at the Costumes menu as indicated:
Frogger's Journey: The Forgotten Relic—Unlocks Punk costume
Frogger's Adventures 2: The Lost Wand—Unlocks Pirate costume

KIM POSSIBLE: KIMMUNICATOR

Secret Codes

At any time during gameplay (not while paused), hold L + R and enter any of the following codes. You'll hear a chime to confirm as soon as you release the L and R buttons.
Relief him!—A, A, A, A, Y
Invincible to enemy attacks—Y, Y, X, A, B
One extra life—A, A, A, Y, X, Y
99 lives—A, A, A, Y, X, Y, B, A
9,999 electronic parts—Y, Y, X, B, A, Y
Max gadget/multitools—Y, Y, X, B, A, Y, A
Unok all missions—X, Y, X, A, X, B
Unok all outfits—B, A, X, Y, A, B

KIRBY: CANVAS CURSE

Secret Characters

• **Waddle Dee Ball**—Finish the game once. When you start a game from the same file, Waddle Dee will be revealed as a new playable character. He only has four hit points and cannot obtain powers. He's also much lighter than Kirby.
• **Meta Knight Ball**—After you unlock the Dedede Ball, you can buy him in the Medal Swap for 25 medals. He only has three hit points. He's much larger than Kirby.
• **Meta Knight Ball**—After you unlock the Dedede Ball, you can buy him in the Medal Swap for 25 medals. He only has three hit points. He's much larger than Kirby.

• **Waddle Doo Ball**—After you've beaten the game at least once, insert Kirby and the *Amazing Mirror* or Kirby *Nightmare in Dreamland* into the Game Boy Advance cartridge slot of your DS. When you start a game of Kirby *Can't Wait*, Waddle Doo Ball will be available. An alternative way to unlock him is to beat the game with all four of the other characters he has five hit points and the Beam ability. He can't obtain any other powers.

Jump Game Medal
The Jump Game unlocks in the Game Select menu after you beat the game with every character. If you manage to launch Kirby 1,500 meters, you'll land right on top of a medal, which is sitting on the course. The best way to launch Kirby this far is to preserve enough ink so you can draw a second ramp when Kirby is already in the air.

NINTENDOS
Extra Treats
When you're training your dog to learn tricks, a yellow light bulb will appear over its head. You can grab the light bulb and feed it to your dog like a treat. You might also not see that sometimes a yellow bone will appear if you've been petting your dog a lot. You can feed this to it, too.

Constant Walks

Usually you can only walk your dog every half-cup. However, there is a trick that you can use to get around this limitation. Walk your dog to the park, then switch one of its accessories. The game will automatically save. Turn off the game and you can take your dog for a walk again immediately. This is a great way to increase your chances of finding rare presents.

Mystery Presents

When you're out walking your dog, there will be times when you'll see a present just lying on the sidewalk. Your dog will only pick it up if you notice the present and jerk your pooch in the direction of the present. The contents of these packages usually better than the ones that are already identified by the question mark icons on the map.

PING PALS

Special Holiday Items

Play the game on the following dates (or change the date at the DS Clock menu to the date indicated) to unlock the corresponding item in the Shop.
Birthday hat—Play on the date that you specified as your birthday in the DS User menu.
Valentine (boy)—Play on February 14th.
Valentine (girl)—Play on February 14th.
Snowflake sweater—Play on March 17th.
Bat Treats—Play on October 31st.
Jack hat—Play on October 31st.

Scrubby—Play on October 31st.
Elf skirt—Play on December 25th.
Toilet suit—Play on December 25th.
Merry cap—Play on December 25th.
"Moo" Month—Play on the 1st of the month.
"Mr" Month—Play on the 15th of the month.

Unlock Shantae Background
At the main DS menu (before you start to play *Ping Pals*), select the DS icon at the bottom of the screen to enter the system settings menu. Select the clock/calendar icon, then change the current time to 22:59 or earlier. Now turn on the DS and watch the seconds hand of the clock on the upper screen at the main DS menu. When the clock reaches midnight (00:00), you'll hear a chime. You must tap the "Ping Pals/TQC" button (to load the game) at that exact second when the game starts, check the item shop and you'll see the Shantae Background available for sale.

Hi-Lo Trick

When you lose a round in the Hi-Lo game, exit the game before Shantae takes your coins and you won't lose them.
Mopcorn
Send these "money words" in chat messages to earn some extra dough:

Common words (10 coins each)
address airhead
backpack bald
band bandage
baseball belt
billion black
bloody blue
boon bounce
boy break
breakfast broken
brother brunette
building bunk
cafeteria cake
camp candy
cash cat
cell change
cheat cheap
cheerleader cheese
chest chunky
class coin
cold coos
cool country

cry cute
dance decorate
demon digital
dinner dog
dollar pouches
empty filled
green green
English English
fat film
filthy fire
flag fluff
football found
freak friendly
galaxy game
garlic geek
girl grade
grazy green
grounded gym
hair hamburger
happy hat
hate highs
historical history
homework hot
hug hugie
hotdog ice
introduce math
invariant jacket
job juicy
kitchun kity
lab lane
laugh liberty
LOL LOL
lost oot
oot lunch
make math
oak military
meeting mittens
money mom
monkey monkey
nails nails
nasty neat
nervous number
nervous pants
paper pencil
phat shoe
phat pizza
please poor
puppy popcorn
puppy professor
puppy soccer
rain recess
red relish
riches sad
science science
score shirt
simple sister
skate skinny
sleepy snack
snow soccer
star sticky
stocks stocks
summer sunny
teacher teacher
thin thanks
thigh tiger
tired tired
treasure trendy
trouble tlyl
trouble chat
universe wallet
vane wallet
water water
white winter
wireless winter
yellow young

NEED FOR SPEED: MOST WANTED

Secret Codes

Enter the following codes at the title screen:
Unlock the Castrol SYNTEC version of the Ford GT—Left, Right, Left, Right, Up, Down, Up, Down.
Unlock the Junkman engine in the One Stop Shop—Up, Up, Down, Left, Right, Up, Down, Left, Y, LT.

QUAKE 4

Secret Codes

At any time during gameplay, press the BACK button and enter any of the following codes when the Objectives window appears. Be quick, though, because the game doesn't pause and you will be vulnerable to attack while entering the codes.

Full health—B, A, B, A, Up, Up, Down, X
Health menu never goes below 1 (falling will still kill you)—Down, Up, Down, Down, Up, Right, Left, Right, Y, X, A

TOMMY HAWK'S AMERICAN WASTELAND

Secret Codes

Choose "Options" from the main menu, then select "Heat Codes" and enter any of the following codes. To activate some of these codes, you must start a game, then pause and select "Cheats" from the Game Options menu to toggle the code on or off.
grindXpert—Perfect rail balance
hitchHike—Perfect sixth balance
wheels11—Perfect wheel balance
the_cordon—Unlock Matt Hoffman



AMPEX DS

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter these codes:
Low gravity—RT, Down, Down, Up, X, LB, Y, RT, Y, Down
Super spins—X, X, X, X, Y, Y, Y, X
Unlock all mountains—X, Y, Up, Left, LB, LB, RT, Y, LT
Unlock all sleds—RT, X, LT, Down, Right, LB, LT, RT, Y, X
Unlock all trucks—LB, RT, Y, Up, Down, X, LT, Left, LB, RT
Unlock all challenges—Right, LB, LT, X, Left, LB, RT, Y, LT, X

CHEAT CODES

Unlock all zones on available mountains—Down, X, Right, LB, Right, RB, X, RT, LT, Y
Unlock all trail objects—LT, RT, Up, Up, RB, Left, Right, X, Y, LB
Unlock all music—Up, Left, RT, RB, RT, Left, Up, Down, Left, Y, LT
Unlock all clothing, gear, costumes and accessories—X, Y, Up, Left, LB, LB, Right, RT, RT, RB
Unlock all awesomeness ranks—RB, RB, Down, Left, Up, RT, X, RB, X
Awesomeness awards—Up, RT, X, Y, LB, X, Down, LB, RT, RB
No computer-controlled boarders—X, X, LB, Down, Right, Right, Up, Y, Y, LT

Uncommon words (25 coins each)

abracadabra
abundance
ace
afternoon
alligator
amazing
asparagus
attack
baboon
basket
beverage
blouse
boil
botanical
brat
brilliant
buff
carbonate
chance
charisma
chocolate
clone
collection
conform
contract
consequences
contribute
creature
crouse
crustacean
delicious
disaster
dragon
drive
eclipse
ecology
edgy
eggplant
engagement
envision
explores
faith
famous
flake
foreign
frankly
giggle
goblin
grotesque
guy
hidden
hug
hummingbird
impatient
inspect
intendant
judge
kangaroo
like
lose
lover
makeup
master
meditation
messige
molasses
mysterious
ninja
northern
obsessed
opera
outgoing
outrageous
partyhouse
peanut
personal
pigeon
pillowcase
pilot
pineapple
pivle
ponder
precious
prey
predator
promise
pumpkin
queen
radical
rash
region
restrain
retrom
santastic
satisfaction
seffish
sharp
sidekick
single
soap
soothsayer
spider
spirit
squirrel
spine
states
sugar
tasty
tease
tech
thing
timing
toilet
toothpaste
trampoline
trek
turnout
turner
untied
uranium
vampire
vegetarian
velvet
voice
weep
weight
western
whirlwind
wisdom
zipper

Rare words (100 coins each)

aquarium
barnacle
batteries
bemoth
blimp
blush
carbon
chronological
cleaver
crochet
encyclopedia
enemy
enterprise
fantasy
flier
gargyle
glamorous
granny
hopeful
hunchback
incognito
lister
link
magnificent
mongrel
nutritional
paranormal
pastry
platypus
poker
pythion
quantum
sleuth
slopy
stiff
stupendous
surgery
sushi
tanks
vomit
warp
wayforward
wizard
zoo
zoology
Ultra Rare Words (1,000 coins each)
amplitude
antiquing
baklava
blatenskite
bombastic
cabbage
cantankerous
comatose
doddering
dressage
epoche
fidelsiticks
fortuitous
galloids
gorgon
hidel
laval
loose
magenta
planitarium
skulliggy
slanagaw
stenoanapher
strinyar
velum
vein
POLARIUM
Puzzle Passwords
The following puzzle passwords appeared on Nintendo's Polarium Web site in Japan. If you enter them by accessing the "Password" option from the Puzzle/Evt menu, you can save them as your own custom puzzles, which you can then solve or even trade with other players via the DS Wireless Link.
Butterfly (Difficulty: B)
1555687091
6678979883
8747064982
Snail (Difficulty: B)
8339424800
93446052300
pumpkin
0457745940
Praying Mantis (Difficulty: C)
3480165171
1324019172
6359260210
saliva
9379907712
Ladybug (Difficulty: A)
9379907712
9473042823
5958316314
Ninety (Difficulty: C)
1698755792
8627604792
2327010130
Tank (Difficulty: B)
1136090122
1631910712
975680281
Yacht (Difficulty: B)
178984650
3812457912
8027182363
Helicopter (Difficulty: A)
002322272
6969686862
5680298812
Bullet Train (Difficulty: B)
7429434404
8329657110
6243307220
Frog's Egg (Difficulty: B)
5127428421
2069693823
3703155252

Tadpole (Difficulty: B)

9463860185
5878052722
6289440620
A Frog (Difficulty: C)
3676115712
0228200823
0328902051
Deep Sea Fish (Difficulty: B)
7377087823
95656523601
1417746460
Dolphin (Difficulty: B)
3627993323
5386168023
9473725992
Mouse (Difficulty: B)
0850282792
7037358582
9892649520
Whale (Difficulty: A)
5463955114
1856087300
2802547970
Dog (Difficulty: B)
3221856881
7492029752
3270076352
Hurdling Start (Difficulty: C)
1561349514
6374867833
2331938542
Hurdling, One Two, Two (Difficulty: A)
5158474853
5110172362
7865639114
Hurdling, But (Difficulty: A)
5895195213
487185272
7992597042
Hurd'n' Stop (Difficulty: C)
726360592
3225142492
1350792561
Hurdling Jump! (Difficulty: B)
95680142403
9801454413
3602892561
New Year's First (Difficulty: C)
6376194513
1392063612
0332422504
New Year's Month (Difficulty: C)
9003238362
7779948832
7771918442
New Year's, Spring Top (Difficulty: C)
7213216913
9408120614
0333036012
New Year's, Kite (Difficulty: C)
2998645223
0405526703
728197881
Small Christmas Tree (Difficulty: B)
6295140283
5838464283
9496629953
Sneezing of Christmas. (Difficulty: A)
1720530914
8299307863
1335878990
Rendee (Difficulty: B)
0117400904
1652119703
9087037871
Santa Claus (Difficulty: A)
5353915692
0707749873
957486272
Is There a Present? (Difficulty: B)
1162795413
3533050523
2497699812
Falling Snow (Difficulty: B)
5366739804
790061873
232069010

PUYO POP FEVER

Unlock All Gallery Items
Chooos "Options" from the main menu, then select "Gallery." At the gallery menu, highlight "View Cutscenes," hold the X button and press Up, Down, Left, Right. You'll hear a sound to confirm, now all of the cutscenes and the voice samples for all characters will be unlocked.
Endless Puyo POP Character Select/Pattern Change
Select "Endless Puyo POP" from the main menu, then highlight the menu you wish to play and press Up, Down, X, A. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to play as any character in this mode. Also, if you hold the X button down while selecting your character, you will be able

to play with that character's puyo pattern instead of the "classic" pattern (Arie's pattern). Note that your high scores will not be saved when playing with the character-select active.
Single Puyo POP Character Select
Select "Single Puyo POP" from the main menu, then highlight the menu you wish to play and press X, Down, Up, A. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to play as any character in this mode. Note that no cutscenes will appear and your high scores will not be saved when playing with the character-select active.
Classic Pattern
If you hold the X button down while selecting your character in Single Everyday mode, you will play with the "classic" puyo pattern (Arie's pattern) instead of the pattern of the character you chose.
Everybody Puyo POP Cheat
To force the computer player(s) to lose during a game of Everybody Puyo POP, hold L + R and press SELECT.
Computer Control
In any game mode with a handicap option before the match, if you hold the SELECT button down while choosing your handicap, the computer will control your character.
Bonus Pictures
If you play Puyo POP Fever with a copy of the Game Boy Advance version of Puyo POP Fever plugged into the GBA cartridge slot of your Nintendo DS, you will find extra pictures of the characters in the Gallery under "View Cutscenes."
Microphone Tricks
If you blow into the DS microphone at the main menu screens, bubbles will appear and the menu options will bounce.
If you blow into the DS microphone during the instructional demo, the characters on the bottom screen will turn around to look at you.
If you blow into the DS microphone when the map is displayed on the bottom screen during a cutscene, the character will react. Blow gently and the character will fight the wind, blow hard and he or she will be blown away.
If you blow into the DS microphone during a match, your character will speak.
If you blow into the DS microphone at the title screen, a mini-game will begin. A score will be displayed and a giant puyo will fall from the top screen. The object is to keep the puyo from falling off the bottom screen by using the stylus to bounce it back up. For best results, keep the stylus in contact with the bottom screen and push the puyo up from below. Your score a point for each bounce. After ten bounces, another puyo will appear; after 20 more bounces, a third will appear, with more appearing every ten bounces after that (up to a maximum of 10). The last puyo to appear will be a minuscule puyo. If any one puyo falls off the screen or if you hit a puyo in its center, all of the puyo on the screen will pop. You can also push all of the puyo back up at once by blowing into the DS microphone, but you lose points for doing this.
Secret Mini-Game
If you complete the WakuWaku Course or Hara-Hara Course in Single Puyo POP mode at Normal difficulty or higher, you can play a mini-game while the credits are being displayed. Look closely at the pictures of each character and find the difference between the picture on the top screen and the one on the bottom screen. If you tap the part of the picture that's different on the touch screen, it will advance to the next character. (Note: You must tap it twice.) Nine different characters will be displayed in succession, or 16 if you cleared the course without continuing. If you identify the flaw on all of the characters before the credits end, a special picture will be displayed.

SPIDER-MAN 2

Unlock All Special Moves
If you play Spider-Man 2 with the Game Boy Advance Game Spider-Man 2 Mystery Menace inserted in the GBA cartridge slot of the DS, all of Spider's special moves will be unlocked when you start a new game or load a save game.

TEENAGE MUTANT NINJA TURTLES 3

Mutant Nightmare
Character Passwords
At the "Play Selection" screen, choose "Options," then select "Input Password" and enter any of the following passwords:
D R M L R D S—Changes Life icons into pizza icons
L D M S R M D—Changes Crystals into Santa Claus icons
S R D S L L M S—Changes Crystals into Easter eggs icons
D R S S M R L D—Changes Crystals into jack-o-lanterns

PSP tips

ARCHER MACLEAN'S MERCURY

Cheat Code
Choose "Two Player Game" from the main menu. At the "Please enter your name" screen, enter "HG7", then return to the main menu how select "New Game" (or "Continue Game"), when the world select screen appears, hold L + R and press SELECT to unlock all of the levels (and most of the movies at the Watch Movies menu). Hold L + R and press SELECT again to pick the levels.

ATV OFFROAD FURY: BLAZIN' TRAILS

Cheat Passwords Select "Options" from the main menu, then select "Player Profile." Scroll down to "Enter Cheat" and enter any of the following codes. Note the spaces in the codes. Also note the lowercase letters in the first code, and the number zero in the fifth code. All ACCESS—Unlock everything except the Fury bike
BILLBOARDS—Unlock all music v decks
DUES—Unlock all cars
DUBS—Unlock all rider gear
NOGAME—Unlock all events
SMOG TEST—Unlock all exhausts
TO LAZY—Unlock all ATV's except the G-Ride or Fury bike
TRICK IT OUT—Unlock all bike parts
\$MONEYBAGGS—Earn 1500 credits
+THREE—Unlock Rage Train ATV's

DARKSTALKERS CHRONICLE

THE CHAOS TOWER

Unlock EX Options

At the main menu, highlight "Options," hold the L button and press . Continue to hold the L button down until the EX Options menu appears. Here you can set the number of Specials you start with and more.

Select Characters

Enter the following codes to reveal secret characters at the character-select screen in Arcade mode:

- 1. Bahamont—Highlight Bahamont, hold the START button and press any Punch or Kick button.
- 2. Shadow—Highlight the ??? box, press the START button five times, then press any Punch or Kick button (Note: Shadow always assumes the form of the character who lost the previous match).
- 3. Marionette—Highlight the ?? box, press the START button seven times, then press any Punch or Kick button (Note: Marionette always assumes the form of her opponent).

—Damon Cole

At the Stage Select screen in Network or Training mode, highlight the name of any stage, hold the START button and press any Punch or Kick button to play in an alternate version of that stage.

DEATH JR.

[illegible]

Bear a widgee — Right, Up, Down, Up, Left,
Up, Right,
Big head mode — , , , , Up, Right,
Down, Left, Up
Ment-sythe mode — , , , , Up, Left,
Down, Right, Up
Psychic! monster and sythe trails — Up,
Right, Down, Left, Up, Down, Up,
Ment-sythe monster and sythe trails—
Down, Down, Down, Down, Down.
Alternate weapon names—Down, Down, Up,
Up, Left, Right, Left, Right,
Alternate attack names—Up, Down, Left,
But let's hories become random pictures—Up,
Right, Down, Left, Up, , , ,
Ment-sythe spirit—Down, Down, Down,
Down, Down, Up
Warp to The Museum—Up, Down, Down,
Down, Down,
Warp to Training stage—Up, , Up,
Down, Down, Down,
Warp to Advanced Training stage—Down,
Down, Down, Down, Down,
Warp to Secret Hand stage—Down, Down,
Down, Down, Down,
Warp to The Corner Store stage—Down, , Up,
Down, Down, Down,
Warp to My House stage—Down, , Down,
Down, Down, Down,
Warp to Udder Madness stage Down,
Down, Down, Down, Down,
Warp to Cap'n Jack's Streak stage—
Down, Down, Down, Down,

Warp to The Burger Tram stage—Down,
Down, Down, Up, Down,
Warp to Higher Learning stage—Down,
Down, Down, Down, Down,
Warp to Growth Spurt stage—Down, Down,
Down, Down, Down, Down,
Warp to Bottom of the Ball Curve stage—Down,
Down, Down, Down, Down,
Warp to Big Trouble in Little Downtown stage—
Up, Down, Down, Down, Down, Down,
Warp to Moving On Up stage—Down, Up, Down,
Down, Down, Down, Down,
Warp to Burn It Down stage—Down, Up, Down, Down, Down,
Warp to Happy Trails Insanitarium stage—
Down, Down, Up, Down, Down,
Warp to The Great Escape stage—Down, Down,
Up, Down, Down,
Warp to Shock Treatment stage—Down, Down,
Down, Down, Up, Down,
Warp to Into the Box stage—Down, Down,
Down, Up, Down,
Warp to Final, Settle the Score—Down, Down,
Down, Down, Up.

GRAND THEFT AUTO: LIBERTY CITY STORIES

Enter Cheat Codes
 Enter the following cheat codes at any time during the game, while paused. Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm the game. Most of the codes cannot be deactivated, so you'll have to remain on, or you must exit the game in order to restore them to normal. Do not save your game after entering codes, if you do, the codes may be permanently activated in your save file. Some codes may cause unplayable results if you may cause the code to "crash," especially if you have several codes in effect at once. Codes that modify the game's physics, such as gravity, will cause the cars will usually not affect those that are already in the immediate vicinity, you'll see the effects when new vehicles or pedestrians appear. The codes will be active as long as you are in the work if you're too far from the street or other area where vehicles are allowed to drive.

Unlock one game location, two gangs and 14 characters in Multiplayer menu—Up, Up, Up, Up, R, L

Unlock two game locations, four gangs and 28 characters in Multiplayer menu (including every character unlocked by the above code)—Up, Up, Up, Up, R, L

Unlock two game locations, seven gangs and 43 characters in Multiplayer menu (including every character unlocked by the above codes)—Up, Up, Up, Up, R, L

L, R
Full health—L, R, L, R →, L, R
Full armor—L, R, □, L, R
Earn \$250,000—L, R, L, R, L, R
Weapons Set 1 (Brass Knuckles, Knife, Makarov
Cocktail, Handgun, Shotgun, Machine Gun, AK-
47, Flame Thrower, Sniper Rifle)—Up, Down,
Down, Left, , Right
Weapons Set 2 (Brass Knuckles, Katana Remote-
Controlled Grenades, RPG Revolver, Sawed-Off Shot-
gun, M40, M-16, Flare, Semi-Automatic Snipe-
rifle)—Up, □, Down, Left, Right
Weapons Set 3 (Brass Knuckles, Chainsaw,
Grenades, Revolver, Automatic Shotgun, Subma-
rine)—Up, M-16, Gatling Gun, Semi Automa-
tic Sniper Rifle)—Up, Down, Left, , Right
“Wanted” level +2—L, R, L, R, L, R
“Lost” “Lost” level at 0—L, R, R, R
Summit close—L, Down, Left, R, Up, Fast
Increase game speed—R, Up, Down, Left, R, Up
Increase game speed—R, L, R, L, R, Down
(enter this code repeatedly to increase its effect)
Decrease game speed—R, , R, □, Left, Left
Big heads—Down, this code repeatedly to increase its
effect
Big heads—Down, Down, Down, , □, L, R
Change into random pedestrian—L, Left, L, Left
(enter this code repeatedly to change
game into different characters. Note: The code will
not work until you have completed the game's
first mission, and it frequently causes the com-
puter to carry up)
Pedestrians lack weapons—R, L, R, L, R, Left, Right
Pedestrians not—L, L, L, L, Left, Left
Pedestrians attack you—L, R, L, L, Left, Up
Certain pedestrians as follow you around—Down,
Left, Left, Left, Left, Left, Left, Left, Left
Display pursuit data—L, Up, Right, R, □, □,
Down, (with this code in place, being pursued
by the police will cause your current and max-
imum “chase” level to be displayed beneath
your car’s name) Display along with updates about
any news coverage you receive)
All vehicles explode—L, Left, Left, L, Left
Improved vehicle handling—L, Up, Left, R, □,
Down (with this code in pate, you can also press
Down on the D-pad to make your vehicle jump)
More aggressive traffic—L, , Down, Left, Left
All traffic lights remain green—L, R, L, L, L

Shiny, metallic vehicles—L, R, Left, Down, Down
All randomly-colored vehicles are black—□, □,
R, Left, Left, Left, Left, Left, Left, Left, Left
All randomly-colored vehicles are white—□, □,
R, Left, Left, Left, Left, Left, Left, Left, Left
Small bike tires—Right, Up, Right, , Left
(enter the code a second time for large bike tires)
Cars can drive over water—Right, Right, Right
Rhino (tank) appears—L, Left, Left, Left, Right, ,
Left, Left, Left, Left, Left, Left, Left, Left
Transmitter appears—L, , Down, □, Up, Left, Left
Clear weather—Up, Down, □, Up, Down, Left
Partly cloudy weather—L, □, □, R, Left, Left
Foggy weather—Up, Down, Up, Down, Left, Left
Rainy weather—Up, Down, Up, Down, Left, Left
Foggy weather—Up, Down, Up, Down, Left, Left
Display credits sequence—L, R, L, R, Up, Down, Left

Left-handed controls (see below)—**Down, Down, Down, . . . , R, L**
Left-handed controls (same as above, see below)—**. . . , Down, Down, Right, L, R**
The latter two codes will rotate the screen display completely upside-down and partially remap the controls to allow you to play left-handed; i.e. with the analog stick on the right and the action buttons on the left. With the screen inverted, the **Up/Down** controls are reversed and the **Left/Right** controls are reversed; all other buttons retain the same functions. To re-

Return to normal display—Up, Up, Up, , ., □,
R, L

Return to normal display (same as above)—
Up, Up, Right, L, R

GRETZKY NHI

Choose "Gretzky Challenge" from the main menu, then select "Unlockables." When the Unlockables menu appears, press the **START** button to access the code entry screen and enter any of the following codes. Be sure to include the space characters exactly as they appear below:

MARKETING PLOY—Unlock a 1 alternate uniform.

WICKED HAAAAAHD—Unlock 1928 Vintage Boston Bruins uniform
FRENCH FOR CANADIAN—Unlock 1980 Vintage Quebec Nordiques uniform
CAPONE—Unlock 1939 Vintage Chicago Black hawks uniform

FLAME ON—Unlock 1977 Vintage Calgary Flames Away uniform
BEER BEER—Unlock 1977 Vintage Detroit Red Wings uniform

TWIN STARS—Unlock 1970 Vintage Minnesota

THREADS OF CHAMPS—Unlock 1979 Vintage Edmonton Oilers Home uniform

A SCARY SIGHT TO THE HOME CROWD—Unlock 1979 Vintage Edmonton Oilers Away uniform
ALL HAIL WAYNE—Unlock 1983 Vintage Edmon-

VOLLEY DOLLY—Unlock 1967 Vintage Los Angeles Kings Away uniform

KING WAYNE—Unlock 1989 Vintage Los Angeles Kings Home uniform
KING GRETZKY—Unlock 1989 Vintage Los Angeles Kings Home uniform

THE HABS—Unlock 1910 Vintage Montreal Canadiens uniform

LE HABITANT—Unlock 1924 Vintage Montreal Canadiens uniform

YOU LITTLE DEVIL—Unlock 1975 Vintage Kansas City Scouts uniform
DEVIL MADE ME DO IT—Unlock 1977 Vintage

Colorado Rockies uniform
ORDWAY MADE ME DO IT Unlock 1978 Vin-
tage New York Islanders Away uniform

NEW YORK NEW YORK—Unlock 1976 Vintage New York Rangers Away uniform
UPPER WEST SIDE—Unlock 1988 Vintage New York Rangers Away uniform

SOHD—Unlock 1999 Vintage New York Rangers Home uniform

THE SENANATOR—Unlock 1929 Vintage Ottawa Senators uniform

MIDDLE OF CANADA—Unlock 1990 Vintage
Winnipeg Jets Home uniform
CHEESESTEAK—Unlock 1967 Vintage Philadel-

PHIA Flyers Away uniform
POPPIN TALK—Unlock 1967 Vintage Pittsburgh
Penguins Away uniform

STEEL TOWN—Unlock 1988 Vintage Pittsburgh Penguins Away uniform

VINTAGE BLUES—Unlock 1995 Vintage St. Louis Blues Home uniform

Blues Away uniform
SHARK BAIT—Unlock 1993 Vintage San Jose
Sharks Away uniform

NORTH OF THE BORDER—Unlock 1930 Vintage
Toronto Maple Leafs Home uniform
GREAT WHITE NORTH—Unlock 1977 Vintage

Vancouver Canucks Home uniform
CONGRESS ONAL WISDOM · Unlock 1977 Vin-
tage Washington Capitals Home uniform

OLD N BUSTED—Unlock all vintage uniforms

ROBO CHECKS—Unlock RoboEnforcer Model-44 in the free agent pool

SLAP THAT PUCK—Unlock Perfect Slap Shots op-

CAFFEINATED—Unlock No Skater Fatigue option
ALL ABOARD—Unlock Big Boards Checking on

VISION OF GLORY—Unlock the Stanley Cup

EASTERN PRIDE—Unlucky Eastern Division Championship video
 N THE WILD WEST—Unlucky Western Division Championship video
 BEHIND THE CURTAINS—Unlucky The Making of Greedy NHL 2005 video
 SHONELLOC—Unlucky all unlockable items

GREZKY NHL 06

Cheat Passwds
 Choose "Features" from the main menu, then select "Greedy Cha-enge" and "Unlockables." Press the **START** button at the "Unlockables" screen to bring up the password entry screen and enter any of the following case-sensitive passwords for the desired effect.

GLBYN EVE—Unlucky alternate Anaheim Mighty Ducks uniform
 NMAOR LSTSI SREU—Unlucky alternate Boston Bruins uniform
 NI TH OSNW EBLT—Unlucky alternate Buffalo Sabres uniform

SOVKS TRSFDI—Unlucky alternate Colorado Avalanche uniform
 DYVAIN IYCT—Unlucky alternate Chicago Black Hawks uniform

TRHEE ALMRA BEZAL—Unlucky alternate Calgary Flames uniform

BLU OSEH—Unlucky alternate Columbus Blue Jackets uniform

KHYOCE NI SXETA—Unlucky alternate Dallas Stars uniform

PULPKM LIO—Unlucky alternate Edmonton Oilers uniform

QHTSU CBHEA—Unlucky alternate Florida Panthers uniform

TI I SODGO OT EB ETH NGKI—Unlucky alternate Los Angeles Kings uniform

WUN SA EKVC—Unlucky alternate Minnesota Wild uniform

NILVGA NOS LA—Unlucky alternate New York Islanders uniform

GRETA HIEWT YAW—Unlucky alternate New York Rangers uniform

YMTARAO ULRL—Unlucky alternate Ottawa Senators uniform

AILTACANA—Unlucky alternate Philadelphia Flyers uniform

GET A REGIBG ABTD—Unlucky alternate San Jose Sharks uniform

EVEY ENACERT—Unlucky alternate Toronto Maple Leafs uniform

WELGSA AASHADH—Unlucky 1928 vintage Boston Bruins uniform

LAMIKT DPROU—Unlucky 1970 vintage Buffalo Sabres uniform

FCHEEN RFD DNNACAAA—Unlucky 1980 vintage Chicago Blackhawks uniform

NEDCAP—Unlucky 1939 vintage Chicago Black Hawks uniform

LMFAEF NO—Unlucky 1977 vintage Calgary Flames uniform

PEEB EPBE—Unlucky 1927 vintage Detroit Red Wings uniform

NIWIT SATSR—Unlucky 1970 vintage Minnesota North Stars uniform

RATDANS TO PSCHMA—Unlucky 1979 vintage Edmonton Oilers home uniform

LLA ILAH NYAEW—Unlucky 1983 vintage Edmonton Oilers away uniform

DEVLYL YDLEO—Unlucky 1967 vintage Los Angeles Kings away uniform

KING EYKZRYG—Unlucky 1989 vintage Los Angeles Kings away uniform

EHT SABH—Unlucky 1920 vintage Montreal Canadiens uniform

ELN BNAAHTH—Unlucky 1934 vintage Montreal Canadiens uniform

OYU LTELIT IELDVO—Unlucky 1975 vintage Kansas City Scouts uniform

VOLEI DAEM EM OD TI—Unlucky 1977 vintage Colorado Rockies uniform

WRYAOD ADME EM OD TI—Unlucky 1978 vintage New York Islanders away uniform

NIWY KYOR EAW RYOK—Unlucky 1976 vintage New York Rangers away uniform

REPUP WETS SED—Unlucky 1999 vintage New York Rangers home uniform

SODH—Unlucky 1999 vintage New York Rangers away uniform

HET ENOATSRAN—Unlucky 1929 vintage Ottawa Senators uniform

MJEDD FO CANADA—Unlucky 1990 vintage Winnipeg Jets home uniform

AEACORP DHA INAM—Unlucky 1930 vintage Winnipeg Jets away uniform

NIHTRF FO LEFT REQBOD—Unlucky 1930 vintage Toronto Maple Leafs home uniform
 TOGAER TVEJN HNGTR—Unlucky 1977 vintage Vancouver Canucks home uniform
 CENORASSLONGI DVMISIO—Unlucky 1977 vintage Vancouver Capitals home uniform
 KROP KLWABG—Unlucky 1977 vintage Washington Capitals away uniform
 OBOR SKHECC—Unlucky Roboforcer model 44
 TADHRE TH ENDELE—Unlucky perfect aim mode

SAPLITAI CUPK—Unlucky perfect pass shot
 EOTAEFCIN—Unlucky no fatigue factor

LAL ABRADO—Unlucky bag boards carrying
 IAGHTY NI RAGEC—Unlucky bigger players

IRGLMYE JOSEEM—Unlucky smaller players
 VNVDFO LYRGO—Unlucky Stanley Cup Championship

MMOADOAMF—Unlucky alternate uniforms
 D.EONG ARE—Unlucky all vintage uniforms

TESI EASRTGE NOES—Unlucky all Wayne Gretzky

CONHOES—Unlucky all unlockables
 CULKY NETC—Earn one Gretzky point

HOT SHOTS GOLF: OPEN TEE
 Cheat Codes

Choose "New Game" at the title screen. When the "Create Data" screen appears, enter the code "STNEPO" to unlock all characters, courses, add-ons and items. The code also makes out your HSG Rank, Chg-enge mode rank and character oyalty levels

MEDIEVAL RESURRECTION
 Cheat Codes

At any time during gameplay, press **START** to pause the game, then hold **R** and Press Down Up, Down, Up, . . . while the game is paused. A cheat menu will appear with options to toggle invincibility on or off and to unlock all weapons. Repeat the code to disable the menu.

METAL GEAR ACID
 Passwords

Select "Password" from the main menu and enter the following passwords to unlock the corresponding items:
 j e h u y t y—#184, ehuty
 k e r e n—#182 Karen Hoyo
 m i x a—#178 Mika Slajo
 v i e g e r—#173 Viper
 x m e r t—#159 XMB

MIDNIGHT CLUB 3: DUB EDITION
 Cheat Passwds

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following case-sensitive passwords. Entering the password a second time will disable the cheat.
 a b e n s a p a v y—Unlucky all cities in Arcade Mode, add-on towns. Ordered Races, Cutscenes, additional Autocross and additional Track races
 c r o s s c o u n t r y—Same as above
 r o a d r a p i d—Same as above
 o n t h e r o a d—Vehicle takes no damage
 h y p e r g r a v i t y—Increase car weight in Arcade Mode
 k u b m i r—Add \$1 to your total in Career Mode
 r i m b u k—Subtract \$1 from your total in Career Mode
 t r y t h i s t a m e—Player has flaming head
 g e t h e a d—Player's head is a blue globe
 g e t h e a d—Player's head is a pumpkin
 g e t h e a d—Player has a black head
 g e t h e a d—Player has snowman's head
 g e t h e a d—Player's head is a white bob
 h a v e a y o u s e n t h i s b o y—Player wears a black coat

MLB
 Cheat Codes

At any time during the game, press the **START** button to pause the game, then enter any of the following codes at the pause menu. You will not receive any special confirmation each time you enter a code correctly

Increased pitch speed—Up, Left, Right, Left, Right, Up, Up

Slower players (running and fielding)—Left, Left, Left, Up, Right, Right, Right, Down

Slower players (running and fielding)—Right, Right, Right, Up, Left, Left, Left, Down

Big ball—Up, Right, Down, Left, Right, Down, Left, Left

Big heads—Left, Right, Down, Left, Right, Up, Up

Small heads—Left, Right, Down, Left, Right, Down, Left, Right, Down

All starters become random MLB deolement team members. Left, Down, Up, Right, Left, Down, Up, Right

No sound effects—Up, Up, Down, Down, Left, Right, Left, Right

MVP BASEBALL

Choose "My MVP" from the main menu, then select "Create/Find Player" and create a player named "Dan Carter." As soon as you enter the last name, a message will appear to inform you that all of the rewards have been unlocked

NEED FOR SPEED MOST WANTED 5-10

Cheat Codes
 Start a new game and enter the following case-sensitive passwords as your player's name to unlock the following cheats:

Ika-chng—Start with \$500,000
 Ibacon—Start with \$100,000 and unlock all Pursuit vehicles in Tuner Takeaway mode

Inv-insur—Start with \$200,000 and unlock 237 performance upgrades

Irack-crown—Start with \$100,000, unlock all tracks in Quick Play mode and defeat all opponents except Clarence Calahan in Career mode

Igddy-up—Start with \$500,000 and unlock all vehicles for purchase

Iget-set—Start with \$100,000, unlock all tracks in Quick Play mode, unlock all Pursuit vehicles in Tuner Takeaway mode

Imr. blonde—Start with \$500,000, unlock all tracks in Quick Play mode, unlock all Pursuit vehicles in Tuner Takeaway mode, unlock all vehicles for purchase and unlock 237 performance upgrades

NHL STREET 2: UNLEASHED
 Cheat Codes

Choose "Options" from the main menu, select "Cheats & Codes" and enter any of the following codes. A confirmation message will appear each time you enter a code correctly. Note that the codes can be enabled and disabled at the Cheats & Codes screen after entry

W A E F S C T—Unlucky AFC West All Stars
 N A O F R C T—Unlucky AFC East All Stars

S A O F U C T—Unlucky AFC South All Stars
 E N A S F C T—Unlucky NFC West All Stars

N O F R C T—Unlucky NFC East All Stars
 N N A S E B 7 8—Unlucky NFC North All Stars

S N O F C T—Unlucky NFC South All Stars
 I r t r 2 k r y z—Unlucky Legends Team and Gridiron

T e a m x z b i t—Unlucky Team Xzbit
 R e e b o k—Unlucky Team Reebok

I x b C b d—Unlucky EA
 N o B o o s t—Unlucky Turbo

T r i c k d o t—Unlucky All Chams Mode
 Note: The remaining codes will only work in Single Player Quick Game Mode

G r a s e d P i g—Unlucky mode
 G u e h a n d s—No Fumble mode

N o C h a i n s—No Chains mode
 F i r s t f r s t—10-yard first downs

I x b C b d—Unlucky EA
 X x b C b d—Unlucky EA

S h u k e n—Tiny players
 B i g S m a s h—Gargantuan players

B i g P i g—Big ball mode
 R u n n e r d r i n c—Ants mode

B l o o m i n g G r a s s—No textures
 G o t t a B o S h o e s—Max Speed

M a g n e t h a n d s—Max Catch
 S p e e d T a c k l e—Max Tackle

E m e n t s S h o e s—Wak jumping and O-moves
 S i g h t M a t t e r s—Random size

SMART BOMB
 Cheat Codes

At the title screen—while the words "PRESS START" are flashing—press Down, Right, Up, Left, Right, After a few seconds, two spinning icons will appear in the corner of the screen to complicate the code

The code unlocks the "Challenge" and "Special" modes, all the bombs in Story mode and all the difficulty settings in Arcade mode

By accessing the bomb select screen in Story Mode, you can also unlock all the bombs in Multiplayer Time mode and all the difficulty settings in Multiplayer Points mode

SPIDER-MAN 2
 Cheat Passwds

Select "Options" from the main menu, then choose "Specials." Now select "Cheats" and enter any of the following codes

B e f e g e t s—Invincibility
 F i l l m e u p—Infinite webbing

M y h e r o—Unlucky all special moves
 W a p u l o u n—Unlucky all levels

P o p p e r n—Unlucky all moves
 S h u t t i—Unlucky all product art

F r z f r a m e—Unlucky storyboard viewer
 S p i d e y m a n—Tiny Spider-Man

H e a v y h e a d—Spidey has a big head and feet

B a h l o o n i e—Snare has big heads and feet

STAR WARS: BATTLEFRONT II

Cheat Codes
 At any time during gameplay in Galactic Conquest or Instant Action mode, press **START** to pause the game and enter any of the following codes. Enter the same code a second time to disable its effect: Down, Left, Down, Down, Left, Down, Down, Left, Down, Down, Left, Right

Invincibility—Up, Up, Up, Left, Down, Down, Down, Left, Up, Up, Up, Left, Right

TONY HAWK'S UNDERGROUND 2: REMIX
 Cheat Codes

Choose "Game Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. You will hear a swooshing sound each time you enter a code correctly

I t i g h t r o p—Unlucky Perfect Real Skate at the n-game Chaos menu

B i r d m a n—Unlucky TP51 Tony Hawk in Set-Back Skaters

TWISTED METAL: HEAD-ON
 Cheat Codes

Enter any of the following codes during gameplay (not while paused). A confirmation message will appear at the top of the screen each time you enter a code correctly. Entering the same code again will disable the code in most cases

Inv. nreable—Right, Left, Down, Up, L + R
 Killer weapons—., ., ., L + R

Infinite weapons—., ., ., Down, Down, L + R
 Mega guns—., ., ., L + R

Exchange weapons for health—., ., ., L + R

VIRTUA TENNIS
 Cheat Codes

At the main menu, hold the **Left** button and enter any of the following codes. A confirmation sound will confirm correct code entry

Unlucky all stadiums in Exhibition mode—Up, Down, Left, Right,

Unlucky the King & Queen in Exhibition and Tournament modes—Up, Down, Up, Down,

Begin World Tour mode with \$1,000,000—Down, Left, Down,

Earn \$2,000 every week in World Tour mode—Up, Down, Right,

Begin World Tour mode ranked #1—Left, Right, Down,

Unlucky all racquets and clothing in World Tour mode—Right, Left, Right, Up, Up, Up, Up,

X-MEN LEGENDS II: RISE OF APOCALYPSE
 Cheat Codes

Enter each of the following codes at the menu screen indicated. For each code, you should hear a scraping sound when you enter the second-to-last button in the code, and you should hear a beep when you press **START** to complete the code. If you don't hear the scraping sound or the beep, exit and return to the menu where the code is entered, then enter the code before you have pressed any other buttons at that particular menu

Unlucky all Skills—Press Left, Right, Left, Right, Up, Up, Up, Up, **START** at the Team Management screen

Max Stats + 98 Skill Points—Press Up, Down, Up, Down, Left, Left, Right, **START** at the Team Management screen

Unlimited Xtreme Meter—Press Left, Down, Right, Down, Up, Up, Down, **START** at the Team Management screen (can also be entered during gameplay)

Easy 100 Critical Hits—Press Up, Up, Up, Down, Right, Right, **START** at the Equipment menu

Super speed—Press Up, Up, Up, Down, Down, Down, Down, **START** at the Pause menu (can also be entered during gameplay)

Unlucky all characters—Press Right, Left, Right, Up, Up, Up, **START** at the Team Management screen

Unlucky all Skills—Press Down, Up, Left, Right, Up, Up, **START** at the Team Management screen

Unlucky all Comics—Press Right, Left, Left, Right, Up, Up, Right, **START** at the Review menu

Unlucky all Concepts—Press Left, Right, Left, Right, Up, Up, Down, **START** at the Review menu

Unlucky all Cinematics—Press Left, Right, Left, Right, Down, Left, Left, **START** at the Review menu

Unlucky all Screens—Press Right, Left, Left, Right, Up, Up, Up, Down, **START** at the Review menu

Unlucky all Danger Room modes—Press Right, Left, Left, Left, Up, Down, Up, Down, **START** at the main menu



**Codes for use with
Action Replay MAX
Game Enhancer (PlayStation 2)
and Action Replay
Game Enhancer (GameCube/GBA)**

PlayStation 2

Fatal Frame III: The Tormented

T87N-XFZQ-0YKYV + 7NAP-0VWV-BC2RX—[M] Must be on
YAH6-BEH9-YGVVU + PQAP-BZFA-J2ZJR + JN6A-E1JZ-SV0ZK +
PNC1-MZTJ-J92TE—Infinite health
E1N1-0712-NCV61 + VYHQ-62R5-K0F5H + 5Y7W-PU2U-2FP2U +
94HR-FB2R-FGT1Y + 8VRV-H8E4-YVA60—Weak ghosts

Dragon Quest VIII: Final Fantasy XII Demo Disc

B78P-947Y-75NAH + FX7X-75QJ-UR6JC—[M] Must be on
FTVQ-VQCI-DNU8Q + T539-DNRN-X1VWV5—Max. HP (Vaan)
GUP6-9675-PBC60 + 9G4J-BMEP-YDFV—Infinite HP (Vaan)
Z79G-DWWU-7Z8GU + DF8M-1Y60-8Z453—Infinite MP (Vaan)
H14G-RUZA-EDC7M + 5ZC2-A10B-A9N73—Quick level up (Vaan)
5Y6P-ECQH-DTKPR + XZ76-PQAF-1YRRX—Max. HP (Basch)
JTJG-076P-RGVBB + XHE6-GP43-KXVGM—Infinite HP (Basch)
VEKR-WY2Z-YR72N + P3X6-GD06-TAVPG—Infinite MP (Basch)
Z38J-YQTZ-TB8Q3 + 7F0V-ZKXX-URA8V—Quick level up (Basch)

Prince of Persia: The Two Thrones

X8VE-01NT-7R1QK + 8VCF-MM82-J952H—[M] Must be on
JTE3-88J2-U9QES + F9WQ-DQ64-4YEMB—Infinite health
BJCX-M38E-007AF + F02D-DFKZ-N5JG9—Infinite weapon strength
MRM8-NWY1-2BX8P + QTXD-1Z8U-56530—Infinite Sands of Time

Shadow the Hedgehog

491J-SQJ-CP8YB + 1Q1B-DQ31-61M85—[M] Must be on
VTWJ-KHBY-V5E20 + U265-QDQ6-JNE9J—Infinite ammo
HFNY-7V69-ZPYM6 + ZWJA-6JRF-V5E3E—Nine lives
KCZU-2XC1-FTP02 + NDVW-8WXX-MH54X—999 rings
EP76-QQWB-CV79X + ZR7E-DKQA-B8T2W + 33E8-NCVY-UKR19—
Press L1 + L2 to fill Dark gauge
4RFB-9R9P-7ABTK + 3XCN-H8HX-6A0TT + CNKR-P3K5-NVHG—
Press R1 + R2 to fill Hero gauge

Soul Calibur III

T5R4-XVHD-27GCX + M7X7-GC8A-D2PHK—[M] Must be on
5YB2-UDHC-6XV93 + Z8H9-P0K3-NE8ZF—Infinite health (Player 1)
BYDM-K5Z9-349P6 + FG7E-4G54-D6KW1—Infinite gold
YMDV-BPTJ-7XFTT + 7KMT-Z870-TEKK6 + KGU7-63YM-J3GCK—
Extra Characters
B8MP-EMJ4-31HK4 + V7BA-V959-HCVRV + ET6X-K449-C8WDY—
Extra modes

Trapt

1RKN-WYZE-DRB50 + BFT7-AV6P-RT1GD—[M] Must be on
QH78-UGKT-ATKVVV + G20P-V440-ZH2MT—Infinite health
B49M-8W9F-TFMHQ + NVVW-JJRF-UDTCG—Cash never decreases
buying traps

Game Boy Advance

Prince of Persia: The Two Thrones

WE7R-XB8A-RA1GK + R9DA-254N-V2PNW—[M] Must be on
7140-98VN-D8BZX + EWD8-UBVP-2RT5B—Infinite health
JYU1-9VUQ-OHFM6 + 0KZE-JVX1-B0632—Infinite Sand Tanks
9TNP-EBK4-UQ16N + TVUQ-9ZJ2-17UHK—Infinite alt. weapon
health

Shadow the Hedgehog

KP35-TDC3-N9RYW + U8MF-APY9-3RJB—[M] Must be on
F1Q5-6H8C-HY202 + M5C5-K0H4-FHX5Y—Infinite health
MEAX-VKGF-NVBFE + 1HKQ-VNVR-X7MM1—Infinite rings
FX5X-ZJGQ-JGK6A + EKBT-QH4Y-QXFA—Inf. secondary health
XMXA-2VKC-CBUZU + ARJM-7WXE-1QKQ1—Infinite ammo
K25T-8W9F-318YT + MY8X-60GD-HTGYK + PGZR-U7MK-VH6G1—
Press X + R to fill Hero meter
UMCX-P155-UMGK7 + KETR-W0HJ-EPRMM + 1N9F-TNKR-
3KN7V—Press X + L to fill Dark meter



**Codes for use with
GameShark 2 Video Game
Enhancers (Version 3 or 4 only)**

PlayStation 2

James Bond 007: From Russia With Love

9842A1E0-78480157 + 2816ED40-0196581F +
2816ED78-F8AA7AF1 + 2816ED03-88E87AF1 +
2807C476-78426965—[M] Must be on
2816EDD0-88E87AF1 + 2816ED0C-64E87A65—Infinite health
2816ED65-F8AA7AF1 + 2816ED6F-64E85262 +
28411F2E-A14269F2—Infinite health (Car)
2816ED72-88E87AF1 + 2816EDA1-64E87AF2—Infinite armor
280D4073-0C2BECF8—Infinite ammo
280D8686-0C2BECF8—Infinite grenades
283BCAD6-0CA57A65 + 5963E5C2-0CA57A65—Infinite rockets

Brothers in Arms: Earned in Blood

980CF74-78A3FFBF—[M] Must be on
284F7164-F6157AB1 + 284F71E5-845AE466 +
284F719C-0A57AD3—Infinite health
487E2E40-0CA7A65 + 5963E5C2-0CA57A65—Unlock all extras

Star Wars: Battlefront II

9847B840-78863BCD—[M] Must be on
280783DE-6F967A56 + 28078357-7C2D6E93—Infinite health
282A332E-0CA57A65—Infinite ammo

The Matrix: Path of Neo

982E0D37-7838D73E—[M] Must be on
283EB265-882DE464 + 283EB2F2-642DE476—Infinite health
283EFA5-883AE419 + 283EFA5F-643AE486—Infinite focus
28074F6D-65158F36 + 28074F1E-6D1B7A65 +
28074FD4-F8AA7AF1 + 28074F62-6F157A56—Unlock all extras

WWE: Smackdown vs. Raw 2006

980B860C-78D09A1E—[M] Must be on
285E58D8-948C883E—All WWE Shop purchased
485E88D0-0CA27A56 + 2E187D54-0CA57A65—All Locker Room
Shop purchased
285E58D8-948C883E—All trophies won

Game Boy Advance

Donkey Kong Country 3

90288B-EE63EE + 1BF621-B5C700 + E409DF-6E938F—[M] Must be
on
EA9115-2955DE—Access all extras
E295B1-3A5AFB + E6E902-3213FA—Access all areas
E2D96F-443CE—Access all Challenges
A82795-BBD11D + AAC709-E7D106—Always have partner
DCE19C-5BD28C—Have 99 lives
DE1120-055DE7—Have 200 Bear Coins
25AC82-2203F2 + E6E952-3E11EC—Have KONG Letters
E0F9EF-543EC4—Have all cogs
EEC36C-C67ED1 + E6291A-7E13ED—Have all DK Coins
E821F5-1BFA9D + EED37C-C8FA89 + E6E902-3213FA—Have all
Bonus Coins
10A6E4-97EA20 + 1A566D-C4FAB0—Have all Banana Birds

Ford Racing 3

938827-FF5532 + 4E211C-E2C6E4 + B11FCB-3D4BEA—[M] Must
be on
6CAEF2-ABA087—Access all competitions
7CAEF7-A9919F—Access all race types
A1328F-59684D + A0BE87-E97353—Access all models
A33038-586A41 + A2B3C0-E8725F—Access all tracks

Ty the Tasmanian Tiger 3

982001-927FA4 + AF9205-98910D + 5A20E6-A1D2D8—[M] Must
be on
9F90E4-A58160—Infinite lives
60BF12-EC577E + EF604D-BOCA90—Access level select



BACK ISSUES

2001

March 2001: Star Wars Episode I—Battle for Naboo: The Bouncer, Project Justice, Blaster Master: Blasting Angel, Fantasy Star Online

April 2001: Dance Dance Revolution Paper Mario (Part 1), Metal Slug X, Onimusha Warriors

May 2001: Zone of the Enders, Metal Gear Solid 2 Trial Edition, Daytona USA, Point Blank 3, NBA Hoops, Paper Mario (Part 2)

June 2001: The Simpsons Wrestling, Dr. Mario 64, Star Wars: Super Bombad Racing, Pokémon Stadium 2 (Part 1), 18 Wheeler: American Pro Truck, Time Crisis: Project Titan

July 2001: Crazy Taxi 2, Mario Party 3, Mat Hoffman's Pro BMX, MTV Music Generator 2, Castlevania: Circle of the Moon, Pokémon Stadium 2 (Part 2)

August 2001: The World's Scariest Police Chases, Gran Turismo 3: A-Spec, Bloody Roar 3, Sports Jam, CART Fury Championship Racing

October 2001: Madden NFL 2002, Pokémon Crystal, Power Showel, Sonic Adventure 2 (Part 2)

November 2001: Spy Hunter, X-Men Mutant Academy 2, Dave Mirra Freestyle BMX 2, Fortress, Fantasy Star Online Ver. 2

December 2001: Dragon Warrior VII (Part 1), Time Crisis II, Batman: Vengeance

2002

January 2002: Luigi's Mansion, Oddworld: Munch's Oddysee, Capcom vs. SNK 2, Mega Man Battle Network, Dragon Warrior VII (Part 2)

February 2002: Super Smash Bros. Melee, WWF Smackdown! "Just Bring It," Metal Gear Solid 2, Shrek

March 2002: Maximo—Ghosts to Glory, Mega Man X6, Pikmin, Star Wars: Obi-Wan

April 2002: Star Wars: Racer Revenge, Fatal Frame, Jet Set Radio Future, Smashing Drive

June 2002: Spider-Man 1, Resident Evil 4, Gunvakyrie, Headhunter, The Italian Job

July 2002: Dragon Ball Z—The Legacy of Goku, Dragon Ball Z—Collectible Card Game, Medal of Honor: Frontline, Lost Kingdoms, Hunter: The Reckoning, Resident Evil, Wipeout Fusion

September 2002: The Mark of Kri, Barbarian, Eternal Darkness: Sanity's Requiem, Crazy Taxi 3: High Roller

2003

March 2003: War of the Monsters, Fantasy Star Online Episode I & II, Panzer Dragoon Orta, Disaster Report, Bully Gear X2

May 2003: Tenchu—Wrath of Heaven, Army Men: Sarge's War, Dynasty Warriors 4, Tao Feng: Fist of the Lotus, The Legend of Zelda: The Wind Waker (Part 2)

August 2003: Wario World, Ape Escape 2, Gokko Volleyball, Dragon Ball Z: The Legacy of Goku II, Wakeboarding: Unleashed

November 2003: Mega Man X7, Viewtiful Joe, Gears of War, The Simpsons: Hit & Run, Teenage Mutant Ninja Turtles

December 2003: Ratchet & Clank, Go! Commando: Kirby Air Ride, SSX3, Star Wars: Rebel Strike, Castlevania: Lament of Innocence

2004

January 2004: Tony Hawk's Underground, I-Ninja, True Crime: Streets of L.A., Dragon Ball Z: Budokai 2

February 2004: Final Fantasy X, Mario Party 4, Operation: Storm, Monster Rancher 4

March 2004: Sonic Heroes, Baldur's Gate: Dark Alliance II, Wrath Unleashed, Maximo vs. Army of Zin, Metal Slug 5

May 2004: Pokémon Colosseum, Onimusha: Blade Warriors, Ninja Gaiden, Metroid: Zero Mission

June 2004: Tom Clancy's Splinter Cell—Pandora Tomorrow, Harvest Moon—A Wonderful Life, Siren, Samurai Warriors

July 2004: Hitman—Contracts, Transformers, Onimusha 3—Demon Siege, Shrek 2, Space Raiders, River City Ransom EX

August 2004: Dragon Ball Z—Superheroic Warriors, Harry Potter and the Prisoner of Azkaban, Psi-ops: The Mindgate Conspiracy, Red Dead Revolver, The Chronicles of Riddick: Escape From Butcher Bay, Champions of Norrath (Part 4)

September 2004: Spider-Man 2, Star Ocean: Till the End of Time (Part 1), Crimson Tears, Driv3r, Astro Boy: Omega Factor, Puyo Pop Fever, Champions of Norrath (Part 5)

December 2004: Need for Speed—Underground 2, Paper Mario: The Thousand-Year Door, Grandia V, Dragon Ball Z: Buu's Fury, X-Men Legends, Guilty Gear Isuka

2005

January 2005: Metal Gear Solid 3—Snake Eater, Grand Theft Auto: San Andreas (Vol.1), Halo 2 (Vol.1), Viewtiful Joe 2 (Part 1), Bloodrayne 2, Metroid Prime 2: Echoes, Growlanser Generations, Dead or Alive Ultimate

February 2005: GoldenEye—Rogue Agent, Spider-Man 2, Dragon Ball Z: Budokai 3, Metal Slug Advance, Mario Power Tennis, Grand Theft Auto: San Andreas (Vol.2), Halo 2 (Vol.2), Viewtiful Joe 2 (Part 2)

March 2005: Star Wars: Knights of the Old Republic II Shadow of Rome, The King of Fighters 2002/2003, Mercenaries, Resident Evil 4, Grand Theft Auto: San Andreas (Vol.3), Halo 2 (Vol.3), SpongeBob SquarePants Movie

April 2005: Fight Night—Round 2, Super Punch-Out!!!, Tenchu: Fatal Shadows, Star Fox: Assault, Oddworld: Stranger's Wrath, Grand Theft Auto: San Andreas (Vol.4), Halo 2 (Vol.4)

May 2005: Dragon Ball Z—Sagas Tekken 5, Gran Turismo 4, Dynasty Warriors, Psychonauts, Grand Theft Auto: San Andreas (Vol.5), Halo 2 (Vol.5)

June 2005: Doom III, God of War, Unreal Championship 2, Area 51, TimeSplitters: Future Perfect, Grand Theft Auto: San Andreas (Vol.6), Halo 2 (Vol.6)

July 2005: Advent Rising, Kirby: Canvas Curse, Samurai Western, Juiced, Grand Theft Auto: San Andreas (Vol.7), Halo 2 (Vol.7)

August 2005: Destroy All Humans! Medal of Honor: European Assault, FlatOut, Killer 7, Riviera: The Promised Land, Grand Theft Auto: San Andreas (Vol.8), Halo 2 (Vol.8)

September 2005: Full Alchemist 2—Curse of the Crimson Elbow, Fantastic 4, Conker: Live & Reloaded, Graffiti Kingdom, Grand Theft Auto: San Andreas (Vol.9), Halo 2 (Vol.9)

October 2005: The Incredible Hulk—Ultimate Destruction, Darkwatch, India Prophecy, Mario Superstar Baseball, Grand Theft Auto: San Andreas (Vol.10), Halo 2 (Vol.10)

November 2005: Marvel Nemesis—Rise of the Imperfects, Mortal Kombat: Shaolin Monks, Pokémon XD: Gale of Darkness, Burnout: Revenge, Phoenix Wright: Ace Attorney, Grand Theft Auto: San Andreas (Vol.11), Halo 2 (Vol.11)

December 2005: Call of Duty 2—Big Red One, Shadow of the Colossus, Trauma Center, Under the Knife, Star Wars: Battlefront II, Grand Theft Auto: San Andreas (Vol.12), Halo 2 (Vol.12)

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DO YOU KNOW THE SECRET OF THE

MYSTERY CODES?

TIPS & TRICKS may be the #1 Video-Game Tips Magazine, but even our most skilled cheat finders get stumped every once in a while. The following codes are known to exist in the games shown, but even after extensive testing, we still can't figure out what they do. (In some cases, they may not do anything.) If you can solve the mystery, you might win a prize....

XBOX 360 #56 AMPED 3



The Code: Choose "Options" from the main menu, then select "Cheat Codes" and enter the following code:

Up, Up, Down, Down,
Left, Right, Left, Right, X, Y

What We Know: Xbox 360 Mystery Codes, yeah! This particular button combination—which you may recognize as the infamous "Konami code" that has triggered various effects in dozens of different games over the years—gives you the same confirmation as the rest of the known A-MeP 3 cheat codes, but we can see no changes to any aspect of the game after entering it. What does it do? Can you solve the mystery?



PS2 #57 CRASH TAG TEAM RACING



The Codes: At the title screen—where the words "Press START Button" appear—hold L1 + R1 and enter either of the following codes:

Code 1: X, Δ, Δ, Δ, Δ
Code 2: X, X, X, X, □

What We Know: These codes are entered in the same manner and give the same confirmation sounds as the rest of the Crash Tag Team Racing cheats you'll find in our PlayStation 2 Tips section, but we haven't been able to identify any changes in the game that result from entering them. You can win a Tips & Tricks cap if you're the first person to tell us what either one of these codes is used for. Can you solve the mystery?



PS2 XBOX #58 AEON FLUX



The Codes: Choose "Extras" from the main menu, then select "Enter Cheat" and enter any of the following passwords:

Code 1: TANGO ROMEO ECHO VICTOR OSCAR ROMEO
Code 2: OSCAR SIERRA CHARLIE ALPHA ROMEO
Code 3: FOXTROT UNIFORM NOVEMBER
Code 4: UNIFORM ROMEO BRAVO ALPHA NOVEMBER

What We Know:

Each of these passwords gives the same confirmation as the other passwords in our PlayStation 2 Tips section, but we have no idea what they do. Maybe you know. Can you solve the mystery?



**CRACK
THE CODE
AND WIN
A PRIZE**

Think you've got what it takes to beat the **TIPS & TRICKS** editors at our own game? Test out these codes for yourself; if you're the first person to tell us exactly what they do, we'll send you your very own **TIPS & TRICKS** cap and print your name right here so all the world will know that you were the one who solved the mystery. No guesses, now—you must describe the difference in the game that results from entering the code so we can verify that your answer is correct. Send your answers to:

Tips & Tricks Mystery Codes
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

Please note that these codes may not have any effect at all; there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise.

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